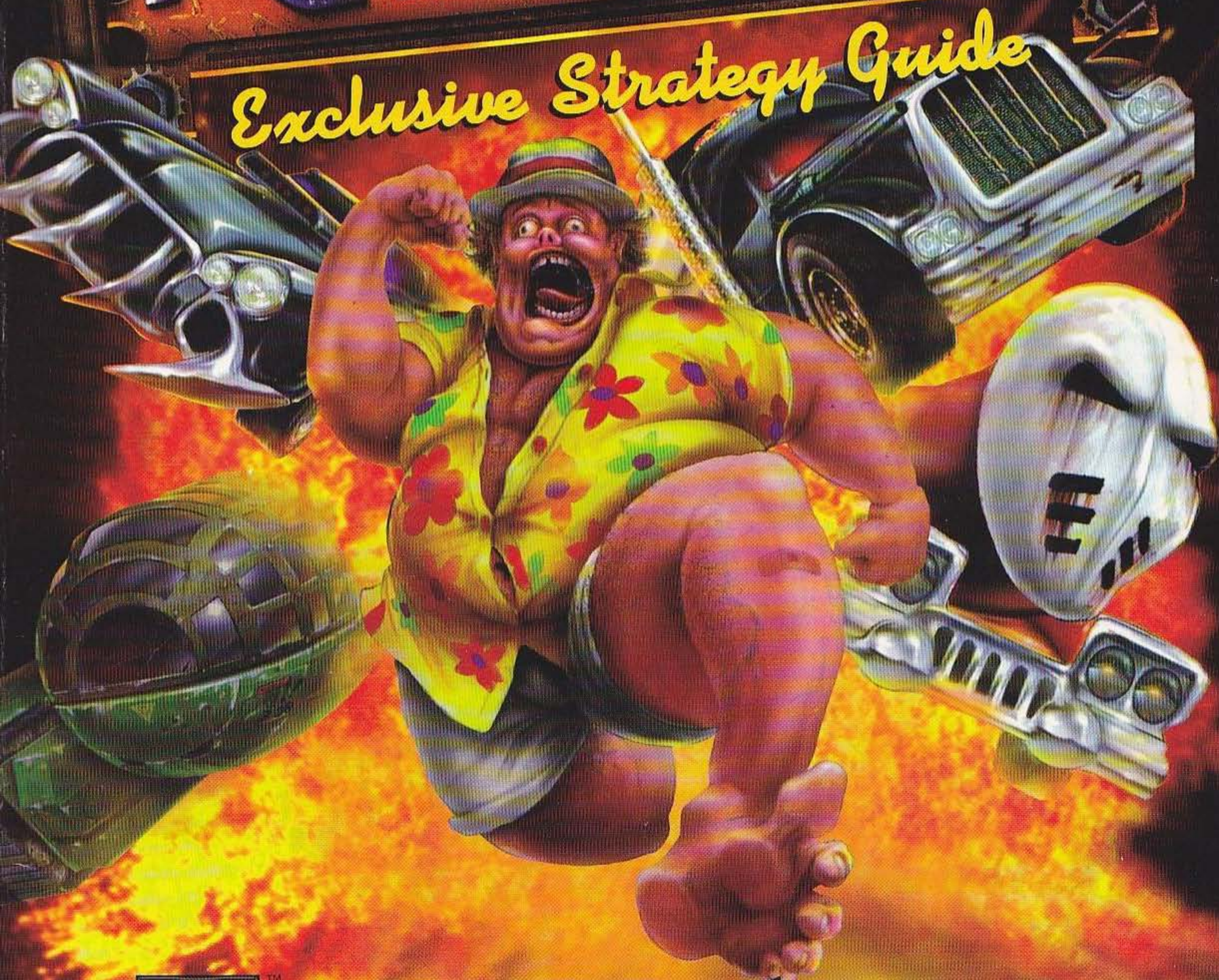


ReGUE TRIP

Vacation 2012

Exclusive Strategy Guide



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Vacation 2012

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Alex Erins



GW Press
A Division of GameWizards, Inc.
7085 Shady Oak Road
Minneapolis, MN 55344

www.gwpress.com

PUBLISHER
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ACQUISITIONS/DEVELOPMENT
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DESIGN/LAYOUT
Akeson Design

ROGUE TRIP VACATION 2012—EXCLUSIVE STRATEGY GUIDE

Published by
GW Press
A Division of GameWizards, Inc.
7085 Shady Oak Road
Minneapolis, MN 55344

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ISBN: 1-56893-934-5

Library of Congress Catalog Card Number: 98-87904

Printed in the United States of America

98 99 00 10 9 8 7 6 5 4 3 2 1

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Introduction

It's the year 2012. Famine and disease rage across the globe, as a world ravaged by our own excesses grinds to a halt... but hey! Don't let that get you down! Take a vacation! Big Daddy's got just the thing for you—a vacation at one of his posh destinations. First, you'll fly first class into XLAX, then it's on to vacation wonderlands across the country. What's that? Short on cash? Oh...well, how about this:

Strap into the backseat of one of the Auto-Mercenary Association of America's armored vehicles, and crash Big Daddy's party instead. Why pay big bucks when you can blast your way in and see all the sights for chump change? Dangerous? Sure it is, but then, so is crossing the street. So grab your helmet and bring your camera—it's time for a rogue trip!

Rogue Trip takes you on a wild ride through twelve of Big Daddy's vacation destinations. You take on the challenge of becoming an Auto Mercenary, driving your choice of locked and loaded vehicles as you try to fight your way through to face Big Daddy himself.

This guide will give you all the info you need for your trip: Basic Driver's Ed to show you the ropes, a Souvenirs guide to show you what to collect on your trip, even a Rogue Gallery with info on each and every available Auto Mercenary. But we don't stop there, you also get full walkthroughs for each location, as well as cheat codes and wicked combo moves to make your trip a personally fulfilling joy ride. Sound good? Hop in—become a passenger, or sit there and be roadkill!

Acknowledgments

No strategy guide comes together by itself, and this one is no exception. Special thanks to Scott Campbell of SingleTrac for his valuable input and support throughout the project. We couldn't have done it without you, Scott. Also, special thanks to Eric Akeson, Shannon Sanders and Michael Koch, who worked long, hard hours to bring this project together. Thanks, guys! Lastly, extra special thanks to you, the reader. We do it all for you—enjoy the book!

About the Author

Alex Erins is a freelance author who has written for various gaming-related publications. *Rogue Trip* is his first foray as an author into the strategy guide arena, although he has contributed material for other guides in the past. He plans to continue his strategy guide writing career, assuming he can recover from late-night binges of caffeine (he is currently in caffeine detox at a hospital near his home) and radiation burns caused by rogue-tripping too close to the TV for hours on end.

Part I

packing a punch

Once you've strapped yourself in with an Auto Mercenary, your idea of a fun vacation is about to radically change. Before you head out to do battle with Big Daddy's forces (and the other Auto Mercenaries), you need some solid information about what you'll face. Some would say that it's a war out there. At the AA of A, we say it's just another day at the beach.

This part is full of vital information. First, the Basic Driver's Ed section will cover getting your vacation underway, and it includes information on all the interfaces, controls, and screens you'll need to navigate. Next, the Souvenirs section covers all the weapons, items, and areas you'll find on your trip. Finally, the Rogue Gallery contains information on every Auto Mercenary you'll face, including Big Daddy himself!



Basic Driver's Ed



Before you get rolling, you'd better be sure you explore all your options. There are several different game modes, plus you'll want to set up your controls just the way you want them. This section covers all that and more, including some basic tactics to use once you hit the road.

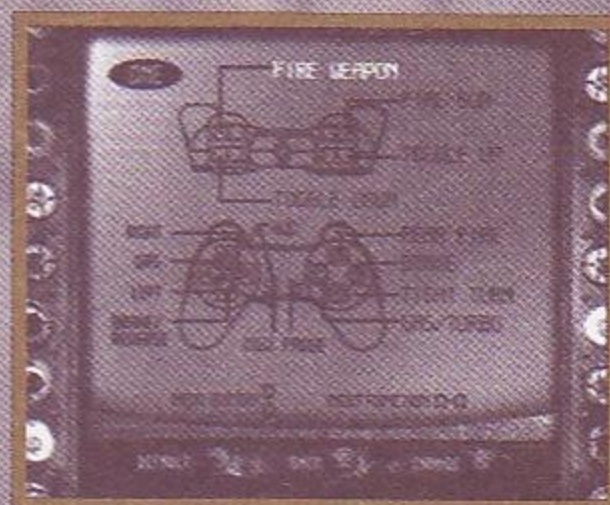
Basic Driver's Ed

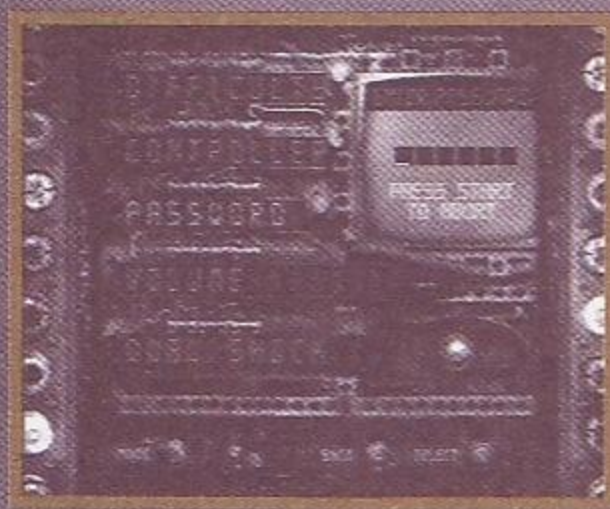


Once you've accessed the Options menu you'll see several choices. In addition, pressing the MORE button (the circle) will lead to several other options. All of the options are listed here for convenience:

- * **Difficulty**—How tough of a *Rogue Trip* are you up for? There are three choices here—Low Grade, High Octane, and Nitro—that differ in the regeneration speed of weapons and objects in the game (Low Grade items regenerate faster than in Nitro games), the intelligence and aggressiveness of the AI (Low Grade Mercs don't use as many combo moves, fire less frequently, and don't attack as they do in Nitro mode), and they may limit the levels that can be played (in Low Grade mode, you can only play up through Neon Nightmare). Select the one that suits you to continue.

- * Controller**—This is the screen where you customize your controls. Select controller 1 or 2, then customize them from the following screen.





* **Password**—If you have obtained a password to allow you to enable certain aspects of the game (as you do when you win in Vacation mode in some cases), enter it here. You can enter multiple passwords at the same time before leaving this menu.

* **Volume**—Controls music and sound volume.

* **Dual Shock**—Assuming that you are playing in two-player mode, this option allows you to turn the shock option on or off for either player. That way, someone who doesn't like it won't be stuck playing with it on.



* **Credits**—Scrolls the credits of the Rogue Trip developers.

* **Intro**—Plays the intro movie.

* **Brief**—Plays the Auto Mercenary vacation briefing. This gives you concise instructions for playing the game.

* **Meet Tourists**—Gives you brief bios of each tourist in the game.

After setting up all your options, head back to the main menu to start the game.

Main Menu

From the main menu, select the type of game you wish to play. Jumping into a game is fairly straightforward. The main Rogue Trip menu contains four choices:

- * **1 Player**—A single player Rogue Trip
- * **2 - 4 Player**—Two to four players playing together or competitively.
- * **Load Game**—Only available if you have previously saved a game. Select the proper game from the slots on your memory card, and load it up to resume play.
- * **Options**—Customizing your game controls, skill level, sounds, and other items (you've been here already).



1 Player

Single-player Rogue Trip is easy to set up. After selecting 1 Player from the main menu, you'll have the option to choose three different modes of play:

- * **Vacation**—This is the full mode of the game, in which you compete head-to-head with the other Auto Mercenaries for the right to take on Big Daddy at the end of the line. You must survive every level by killing off the other Mercs, and beat Big Daddy and his minions to win in this mode of play. In this mode, you earn extra lives as you go along, which gives you the opportunity to try levels again. Note: it costs \$30,000 for an extra life.
- * **Getaway**—Similar to Vacation mode, but you can select your destination from any of the ten standard maps. In addition, you can replay a map as many times as you like, even if you died the last time around. Getaway is great practice for a full, Vacation-mode Rogue Trip.
- * **Challenge**—Challenge mode pits you against the world. No Photo Ops to get in the way here. Just clean, pure metal madness as you fight to be the last one standing when the smoke clears. You can replay each map as many times as you like in this mode as well. You start this mode with \$10,000—spend it wisely.



Once you've selected your mode of play, the next menu will prompt you to select a destination (if you are in Getaway or Challenge mode), or it will prompt you to choose a vehicle to drive (if you are in Vacation mode).



When selecting a vehicle, pay careful attention to the information available with the INFO button (the CIRCLE). This information is presented in table form in the Rogue Gallery later in this section of the guide.

That's pretty much it—once you've chosen your ride, you'll be tossed into the game to fight it out.

2–4 Player

Rogue Trip allows you and up to three other players to join a game together. There are four different options you can choose from to start your multiplayer *Rogue Trip*.



- * **Co-op Vacation**—In this mode, all players team up to defeat the other Auto Mercenaries and dominate their way to a showdown with Big Daddy.
- * **2P Getaway**—This mode is the same as the single-player Getaway mode, only you can share the fun with another player. They are not teamed up with you, so take them out just as you would any other Merc.
- * **2P Challenge**—This is a one-on-one match between you and another player in the map of your choosing.
- * **Link Game**—Use this mode to link up all four players and play together. You will need the proper PSX connectors to hook up and play in split-screen, or individual (requires more than one TV set) screens.

The rest of the settings for two- to four-player games are the same as for single-player games. Select your ride, and start your engines!

Basic Tactics

There are a few strategies and tactics that will definitely make your life easier on your trip, so soak up these Rogue Warrior tips.

- * **Tourists and Photo Ops are your priorities**—Unless you are playing in Challenge mode, keep a tourist in your car at all times, and hit all the Photo Ops. You'll gain valuable cash, and be able to keep your car rolling longer.
- * **Master the quick turn**—Simultaneously pressing the full-stop button (the CIRCLE by default) and a turn button will send you into a tight turn that is very useful for engaging tailing enemies. You can also do tight turns by pressing the X button with the gas/turbo.
- * **Master the Shield Combo**—In many of the later more difficult levels it is better to save the combo energy for the shield.
- * **Use and abuse the Jump Move**—The Jump Move will get you out of bad situations without a big drain on your combo energy.
- * **Always attack with guns blazing**—Whenever launching an attack, keep the machine guns going full tilt. These babies help you get the most out of each attack.
- * **Stop, then shoot**—Let the other Mercs follow you, then stop and blast them as they fly by you.
- * **Pick your battles**—Try and pick your battles to one-on-one.

- * **Horde Ejectors**—If you can control the Ejectors, then the other Auto Mercs won't be able to eject your tourist. Unless of course, they blow you into tiny pieces.
- * **Jump to get out of a scrap**—If you get penned in by several Mercs, jump straight up to disengage. In many cases, they will begin attacking one another in your absence.
- * **Use your turbo whenever possible**—This is especially important when you are making a jump or clearing some obstacle.
- * **Drop mines behind you to shake pursuit**—Use a Mine combo whenever you just can't shake a pursuer. Nothing is more discouraging than a lap full of TNT.
- * **Watch your weapon selection**—Use ranged, seeking weapons when at a distance, but switch to close range ones (Machine Gun, Scorch, and so on) when appropriate.
- * **Throw your weight around**—If you select one of the vehicles with a high mass rating, use it to your advantage. Slam into the other vehicles and pin them down while blasting away at them.
- * **Thin the crowd**—Your best bet is to take out a few Auto Mercs before heading for the Photo Ops. If you don't, you'll have a very hard time stopping—and staying—on the Photo Ops because the other Mercs will swarm you.

Cheats and Combo Moves

Having a hard time? Are those mean old Auto Mercs trying to shoot you? Awww. Want some help? Take a look below. Tables 1 and 2 give you useful codes and moves that are guaranteed to give you what you're looking for.

Table 1. Cheats

Cheat Code	Effect
Play as Saucer	R1, SQUARE, X, SQUARE, L2, O (from Password screen)
Play as Helicopter	L1, TRIANGLE, R2, TRIANGLE, TRIANGLE, R1 (From password screen)
Play as Steamroller	TRIANGLE, L1, R1, X, L2, L2 (From password screen)
Play as Nightshade	R1, R2, L1, L1, X, O (From password screen)

Table 2. Combo Moves

Cheat Code	Effect
Shield	While holding Triangle U, R, D, L
Stun	While holding Triangle → R, L, U
Cash Suck	While holding Triangle → L, R, U
Rear Fire	While holding Triangle → R, L, D
Mine	While holding Triangle → L, R, D
Jump	L1 + R1
Up on 2 wheels (l)	While holding Triangle → U, D, L
Up on 2 wheels (r)	While holding Triangle → U, D, R

Souvenirs

A woman with long blonde hair, wearing a white bikini, is posing in front of a large dinosaur skeleton. The skeleton is dark and appears to be made of wood or a similar material. The background is a solid purple color. The woman is looking towards the camera with a slight smile. The dinosaur skeleton is positioned behind her, with its head and neck visible on the right side of the frame. The overall mood is playful and adventurous.

A Big Daddy vacation isn't complete without some souvenirs to take back home. Well, you're not exactly on one of Big Daddy's trips, but you will find plenty of interesting things to snag for use on your rogue trip.

Souvenirs

Weapons

Picking up additional weapons is essential to your survival, and this section discusses them. You should be able to identify and snag everything you need to waste your competition after this quick review.



Machine Gun

Your primary weapon is a laser Machine Gun that is always available. Repeated use, however, does slow down its rate of fire, so use it wisely. Your Machine Gun can also be upgraded. Simply find a Machine Gun Upgrade, pick it up, and you will have a more powerful weapon. You can pick up more than one upgrade, but you're capped at three.

Special

The first of your secondary weapon slots is reserved for each Merc's Special weapon. Although it is always there, Special weapons lose their charge with repeated use, and you'll have to wait for them to become available again. Use them when it makes sense, such as when you don't have other weapons, or when you want to use the special attack for a particular reason.



Prowler

The Prowler is a unique weapon, in that it allows you to fly above the terrain, scout out a likely target, and then guide it to detonation. If the weapon fire button is hit again during mid-flight, the prowler will lock onto the nearest target but will do less damage (about 50 percent) than if you were to guide it to the target manually. This makes it the only weapon that allows you to scout the terrain—just fly one around and take a look at the position of everything. However, the Prowler's usefulness is limited, since it is difficult to nail a moving Auto Merc with one. When you do use a Prowler, your vehicle is automatically shielded until the missile explodes.

RLB

RLBs are infinite-delay explosive devices. You toss them out in front of your vehicle, then detonate them when you're ready. RLBs cause a massive explosion with a very large damage radius, so be sure that you've cleared the area before using them. They are good to use from a rooftop, or other safe place. Never use one when you're tire-to-tire with another Merc, unless you have no other option and are ready to die.



Ejector

Ejectors are a very important part of your arsenal. Use them to eject a tourist from another Merc's vehicle. They have no seeking ability until you upgrade them, so you really need to lead your target and have a clear line of sight to them if you haven't upgraded yet. The tourist will pop out and float to the ground, ready for you to snag them. Ejectors don't cause any damage, so they are useless on vehicles with no tourists inside. It's a good idea to monopolize the Ejectors on each map, since the other Mercs will not be able to take your tourists then.



Meteor

Meteors give you the power to rain fiery death down on your enemies from above. Each blast hammers your target with two to three Meteors, and they will follow them wherever they go. The only way to escape a Meteor attack is to hide inside a building, or other structure—the Repair and Upgrade Stations work as well. Use Meteors to clear the level quickly, since you won't have to see your prey to take them out.

Scorch

The Scorch is basically a flamethrower outfitted for your vehicle. Triggering it sends a gout of flame toward your target. The napalm-like substance in the flame will stick to the target vehicle, causing damage as it burns. The Scorch is a great weapon to use at close range, so fall back on it to avoid damage to your own vehicle from other explosion-causing weapons.



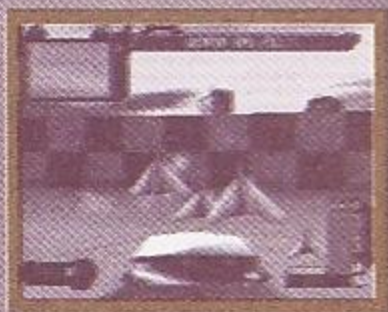
Stalker

Stalkers are the blue boomerang-like weapons that seek their targets across great distances and swoop down on them to release a powerful blast of energy. Stalkers are great for taking out enemy vehicles at a distance—don't waste their seeking ability at close range. Switch to your Machine Gun or Scorch for that sort of work.

Blaster

Blasters are line-of-sight missiles that inflict the greatest damage of all standard type missiles. These explosive missiles don't seek. They fly in a straight line, so you must lead the target you intend to hit. The trade-off for this lack of seeking ability is that Blasters inflict much more damage than the other weapons in your arsenal.

A good place to use these is in the repair or upgrade arches, where you know Mercs will be pausing to go through. If you can hit them with some Blasters before they enter (when health is lowest), then you'll destroy them.



Stinger

Stingers are a less powerful version of the Stalker missile. Stingers launch in groups of three, will all seek the same target, and inflict more damage than Stalkers. Use them in the same ways, and avoid using them at close range—they're too valuable for that.

Items/Powerups

In addition to weapons, you'll also find other items and areas that will assist you on your trip.

Repair Stations

Repair stations are pretty self-explanatory. When you're low on health, drive through to get full restoration of your health (10 percent health costs \$1,000). While the actual healing process is taking place, your vehicle is shielded from attack. Of course, Repair Stations draw a crowd, so don't stick around too long or you'll get blasted. Repairs cost cash, so you'll need a tourist or some spare cash to get the job done.



Upgrade Stations

As with Repair Stations, you drive through Upgrade Stations. They upgrade your weapons, giving them more power. They are usually less crowded than Repair Stations. In fact, on most maps, you don't need their assistance. However, if you're able to get to them easily, upgrade as soon as you can, assuming you have the cash to afford it. Each upgrade costs \$1,000 and will deliver 1.5 times the damage. Specials cannot be upgraded.

Cash

In *Rogue Trip*, as in the real world, cash makes the world go around. Cash can be earned in five ways: (1) in most cases, you get cash from tourists (yields the largest transactions); (2) you can use the Cash Suck combo, which allows you to steal cash from enemies; (3) \$500 cash pickups in the environments; (4) hidden in destructible objects; (5) destroying the fodder. If there's plenty of loose cash lying around, you can bet that the fighting will be fast and furious there. You also get cash for destroying certain structures. If you're unsure whether or not you'll get cash for blowing something up, blast it anyway—hey this isn't the time to be timid.

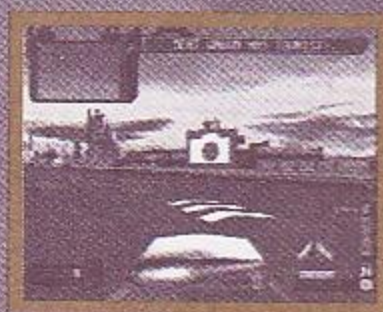


Photo Ops

Photo Ops are the places where tourists cough up the cash. Collect a tourist, then drive over a Photo Op. If you can manage to stand still until the tourist takes a picture, then you'll get a wad of cash. There are six Photo Ops per map, except for the bonus maps, and your overall goal is to reach all of them as well as destroy the other Auto Mercs. The cash transaction amount of each Photo Op increases after each successful photo (for example, Photo Op #6 has the largest payoff).

Note

Some Photo Ops are more challenging to find. In *Quake-A-Roni*, for example, you must first blow the Trans Am tower to get the Photo Op in an area that opens up as a result of this destruction. In *SoCal* you must "free weeny" to get the Photo Op at the bottom of the pool.

Rogue Gallery



Auto Mercenaries are a rare breed. Of course, anyone who makes a living hauling tourists around and gate-crashing Big Daddy's pleasure palaces can't be right in the head. If you plan to step into the shoes of one of these road warriors, you'd better take a look under the hood first and then you might also take a look at their vehicles too.

Rogue Gallery

Vehicles with a Personality

Each driver's personality is reflected in the vehicle he or she drives, which means you have to look at them together. Auto Mercenary vehicles all differ in many ways, but there are four criteria used to measure them:

- * **Top Speed**—This is self-explanatory—the faster the vehicles are, the higher their rating will be in this category. This is a very crucial factor, since speed is a great asset when trying to reach Photo Ops, and avoid enemy attacks.
- * **Handling**—Handling is a measure of just how quickly a vehicle can maneuver. In most cases, a vehicle with a high top speed will also have a good handling rating. If you choose a vehicle with a low rating here, chances are good that it will have a high mass and/or armor rating to compensate.
- * **Armor**—Armor rates the vehicle's ability to take damage and keep going. All vehicles have some armor, but heavily armored vehicles can stand much more damage than their un-armored prey. Armor and mass go hand-in-hand; the more armor a vehicle, the more mass it will have.
- * **Mass**—Mass is a rating that effects a vehicle's ability to ram other vehicles—the higher the Mass rating, the more likely it is that the vehicle can inflict heavy damage just by ramming an opponent. Unfortunately, a high mass rating directly affects how well the vehicle handles, giving it a more sluggish feel.

Table 1 summarizes the various capabilities of each vehicle. Note that they aren't ranked in any particular order, although the bonus vehicles—the ones you don't get to drive unless you win a Vacation mode game (or cheat using the password for a particular driver)—are at the end of the table.

Table 1. Vehicle Comparison

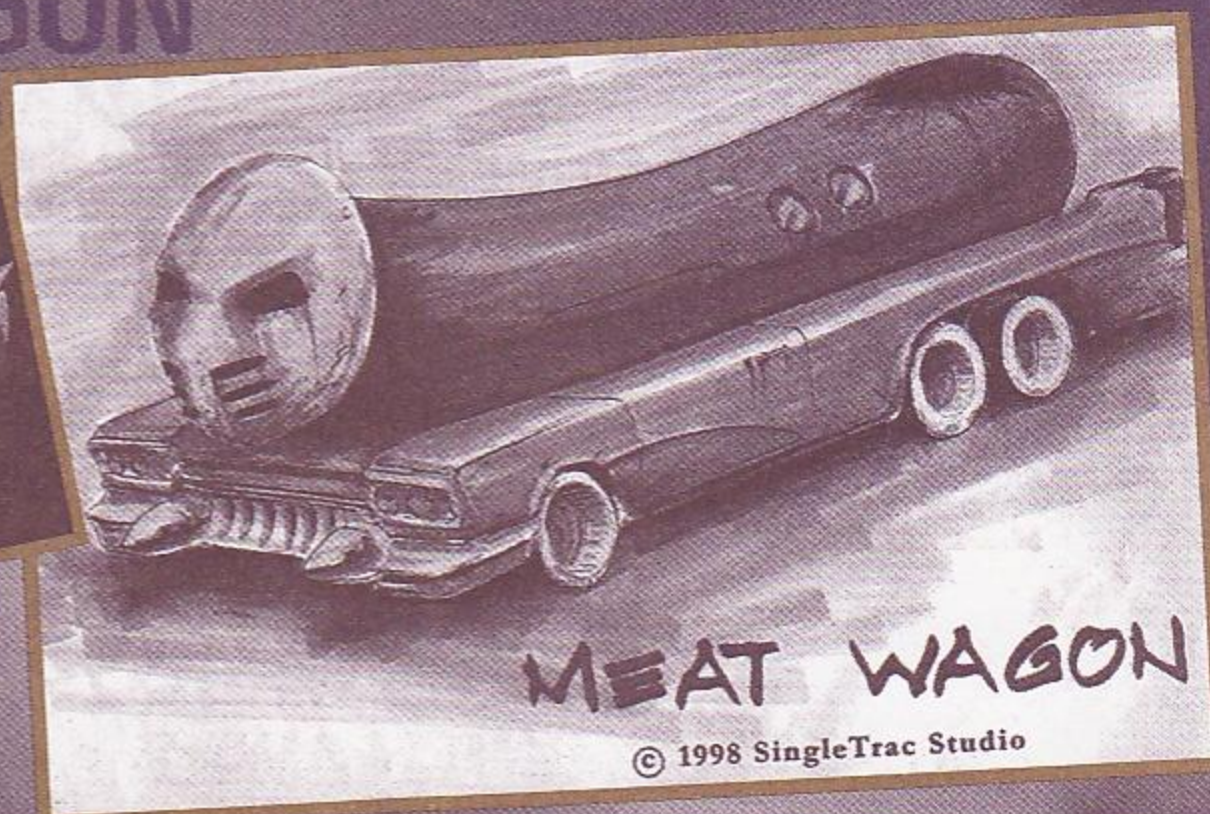
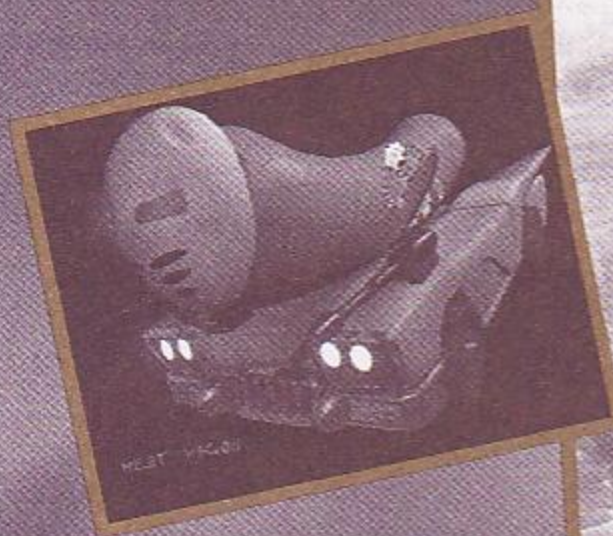
Vehicle	Driver	Top Speed	Handling	Armor	Mass
Meat Wagon	Richard "Dick" Biggs	7	6	6	8
Destroying Angel	Sister Mary Lascivious	5	6	7	10
Pyro	Necrobot	4	5	8	8
Biohazard	Agent Orange	4	5	10	10
Intruder	Ratman	8	7	7	6
Ozone	Schiz O'Manic	6	6	6	7
Bitchin' Wheels	Bunny	8	7	6	5
Rock n' Rule	Elvis D. Kang	7	7	5	5
Gator Bait	Daisy June McCoy	7	9	3	4
Sidewinder	Snake Eye Shaddock	8	8	5	4
Vermin	Francis "Legs" McGee	10	8	4	3
Nightshade*	Nightshade	10	10	10	10
Saucer*	Zagnar the Abductor	10	10	10	10
Black Helicopter*	Agent XQJ-37	10	10	10	10
Goliath*	Goliath	10	10	10	10

*Only available upon completion of a game in Vacation mode.

Auto Mercenaries

The following section gives you the low-down on the various Auto Mercs in the game.

MEAT WAGON



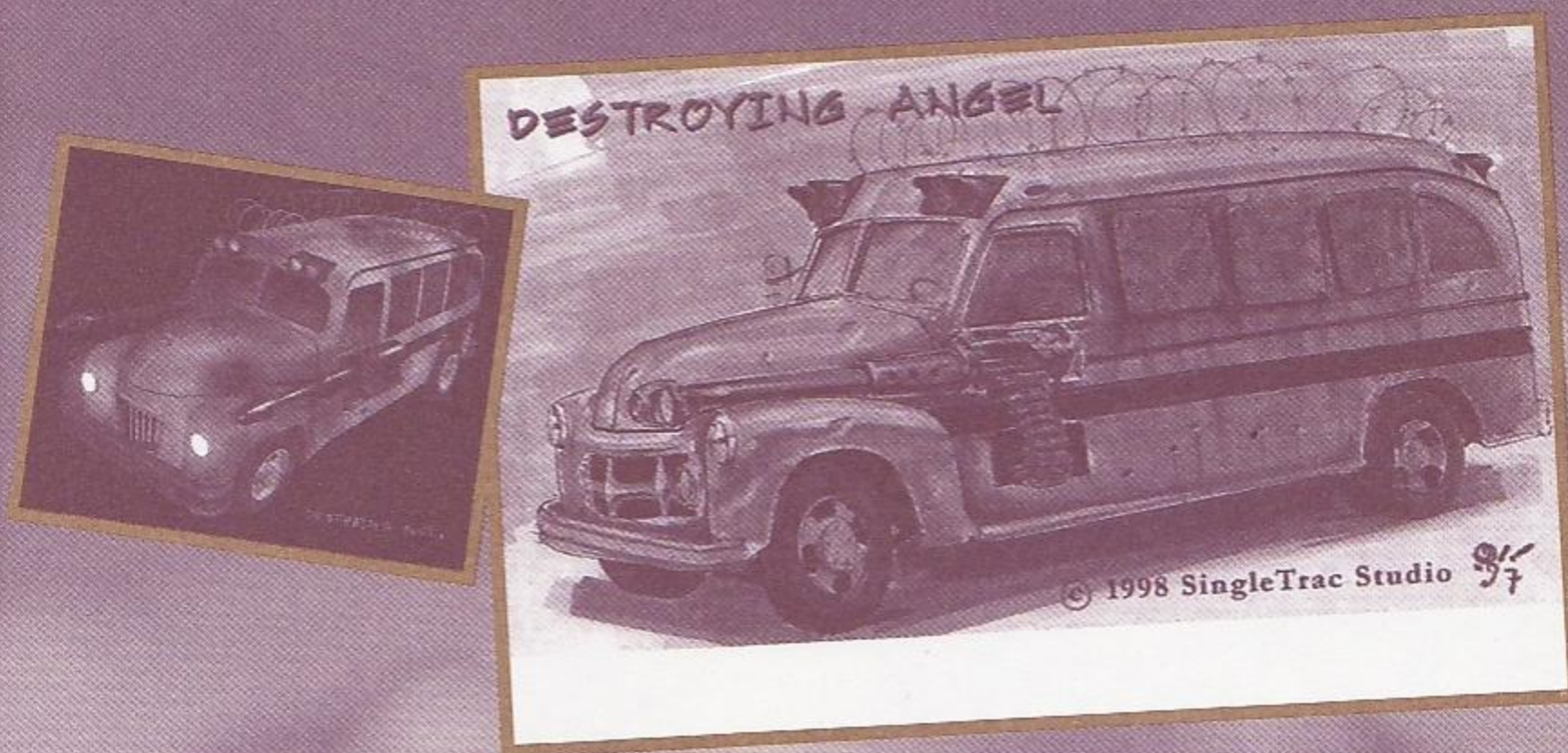
Richard "Dick" Biggs drives one of the most feared machines on the road—the Meat Wagon. Although it may look ridiculous, it's one of the better vehicles on the road. With good speed, handling, and mass, the Meat Wagon gets the job done in style. Dick may have a size problem, but his ride definitely doesn't. The Meat Wagon comes equipped with a massive weenie that

strikes out at opponents when triggered, delivering a punishing blow. By pressing and holding down the weapon fire button with the Special selected will put the meat in attack-ready mode until you release for the damage delivery. Very few things are as humiliating as being beat with a piece of meat, and Dick loves a good meat beating.

Driver: **Richard "Dick" Biggs**
 Top Speed: **7**
 Handling: **6**
 Armor: **6**
 Mass: **8**
 Special Attack: **Weenie Whacker**



DESTROYING ANGEL



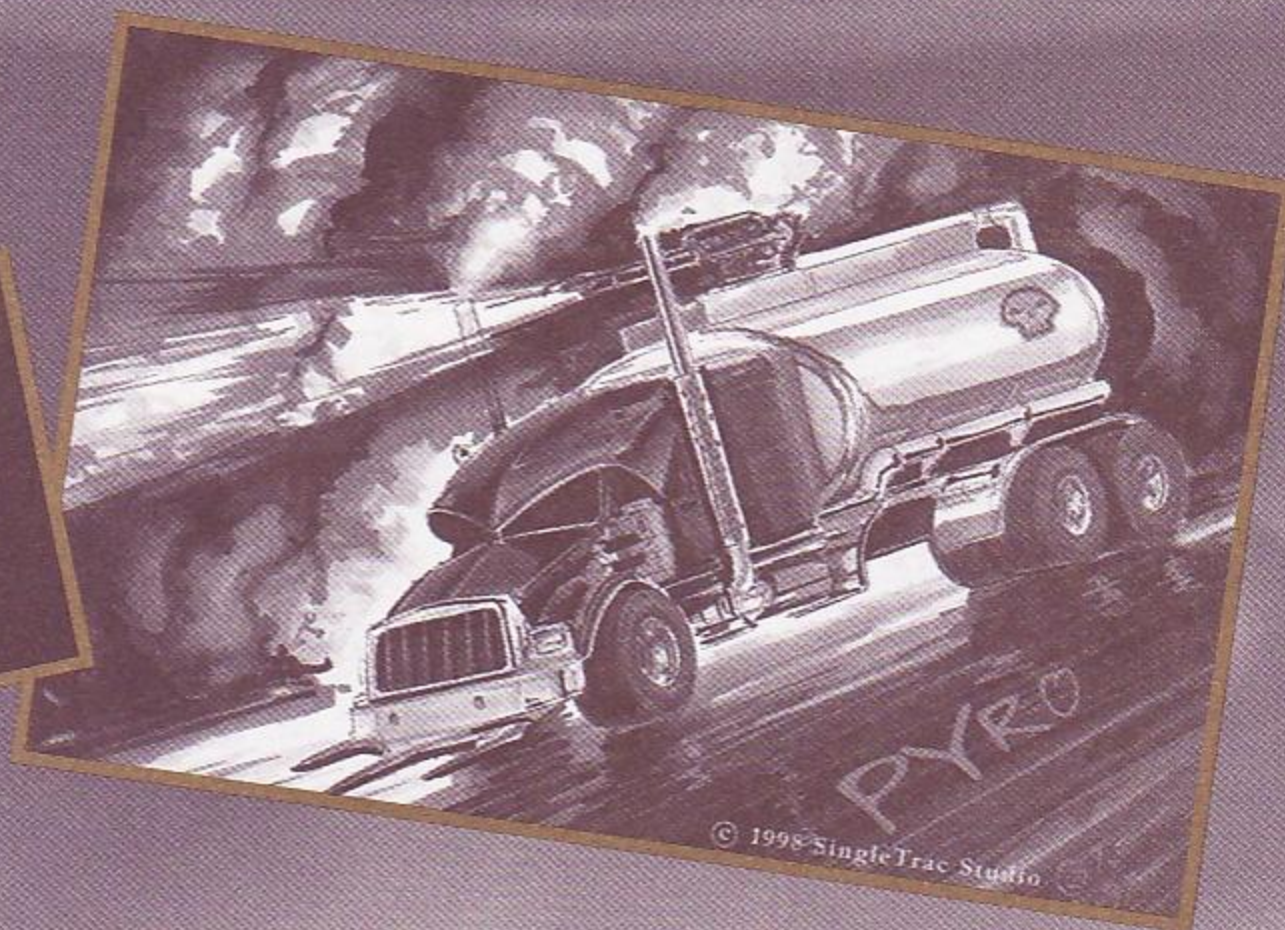
Sometimes, it's good to be bad. Sister Mary Lascivious has quite a following, and it's easy to see why. Given her habit of severe discipline, it's no wonder that her vehicle follows the same pattern. Destroying Angel is a school bus, but it's not one you want to see in your neighborhood. With it's maxed out mass and high armor ratings, Destroying Angel can punch a hole in just about anything. You have full control over this halo of death—send the halo out then press the weapon fire button

again when it nears the enemy for total damage. If that's not enough, the Cluster Grenade attack unleashed by Sister Mary is devastating, since it surrounds her bus with a series of blasts designed to destroy close targets.

Driver: Sister Mary Lascivious
 Top Speed: 5
 Handling: 6
 Armor: 7
 Mass: 10
 Special Attack: Cluster Grenade



PYRO



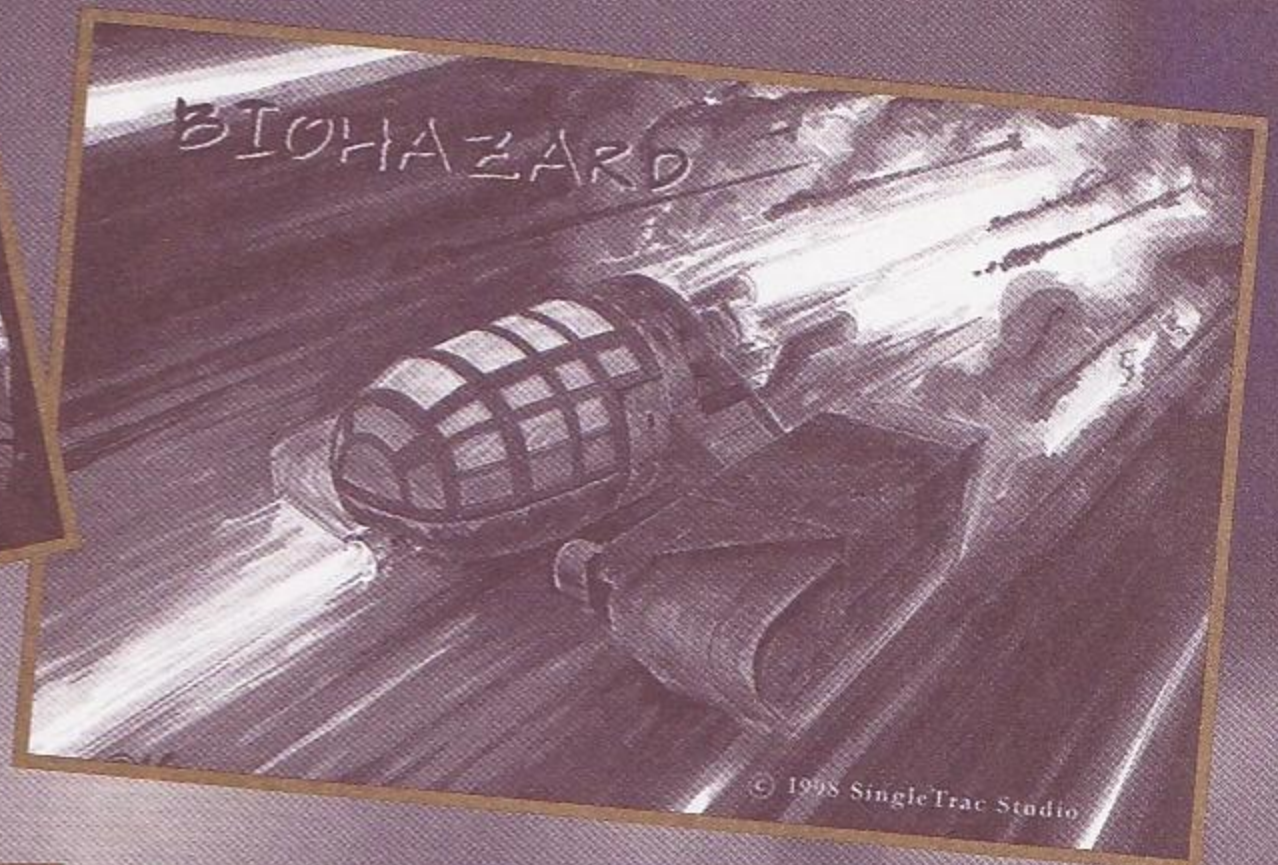
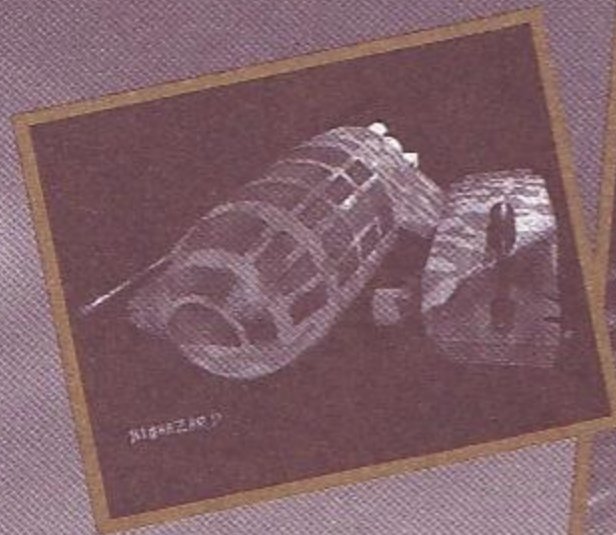
Get out of the way when you see Pyro coming—with high mass and armor ratings, this mechanical fire starter will ram you and then light you up before you know what hit you. Pyro can hose down victims with highly flammable gas leaving a lingering cloud around the victim. Any gunfire or missile will detonate the

cloud for additional damage. Although Pyro's speed and handling suffer due to his superior mass and armor, he's more than able to keep up with his enemies. The special Vapor Cloud attack will incapacitate any driver unlucky enough to catch a whiff, giving Pyro time to roll over them while they're standing still. If you enter the game as Pyro, don't forget that ramming someone when your mass is high really pays off, especially when you're trying to keep someone off a Photo Op.

Driver: Necrobot
Top Speed: 4
Handling: 5
Armor: 8
Mass: 8
Special Attack: Vapor Cloud



BIOHAZARD



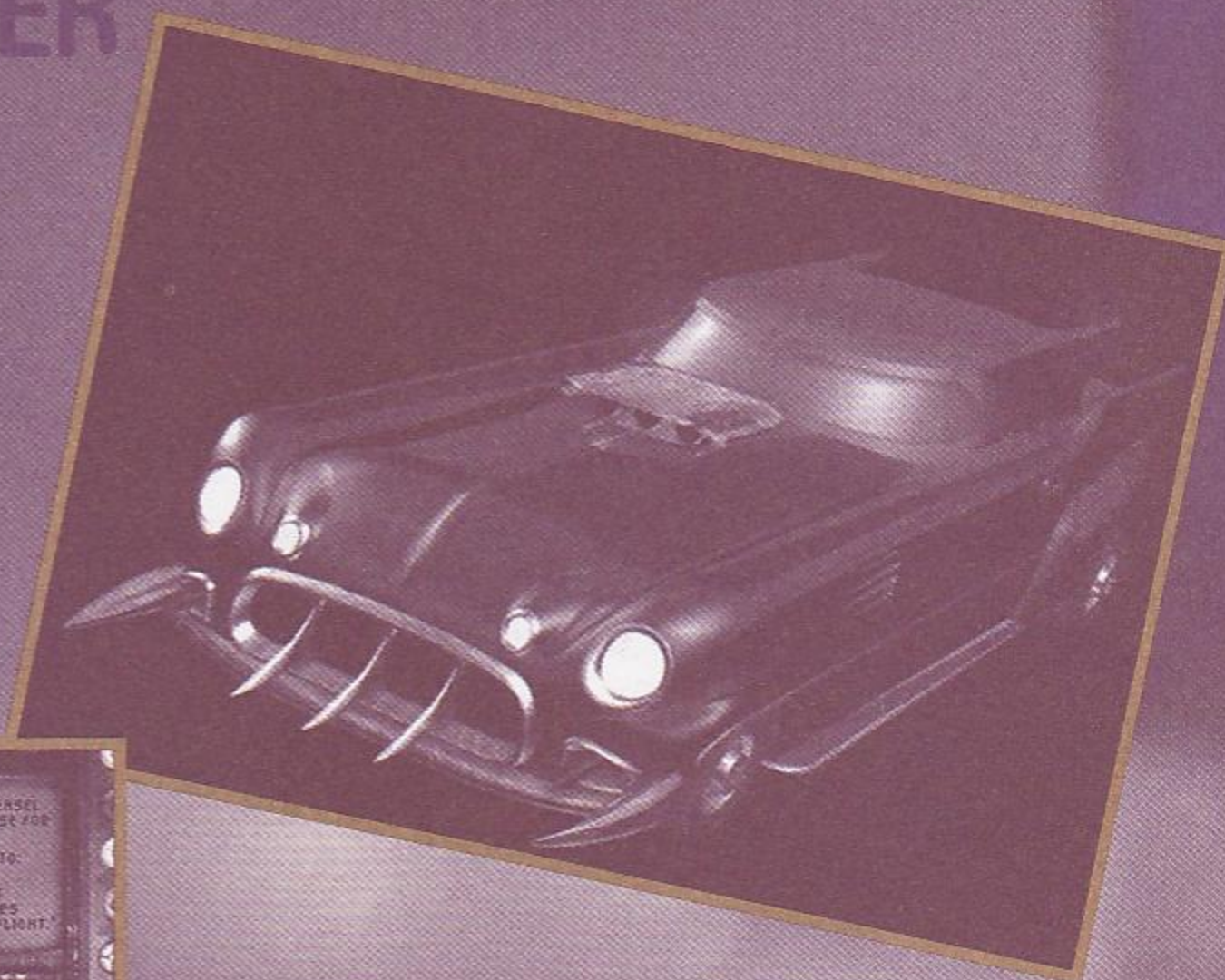
Don't count on Biohazard and Agent Orange earning any brownie points for speed. This massive tank is at its best when it's hammering opposing Auto Mercs with its weight and weapons. Agent Orange managed to swipe a top secret tank, including its prototype Zoomy Rockets—deadly seeking projectiles that swarm enemies in groups. Keep an eye out for Biohazard when you're sitting on a Photo Op. Where there's an easy target, expect him to show up.

Driver: Agent Orange
Top Speed: 4
Handling: 5
Armor: 10
Mass: 10
Special Attack: Zoomy Rockets



Basic Driver's Ed

INTRUDER



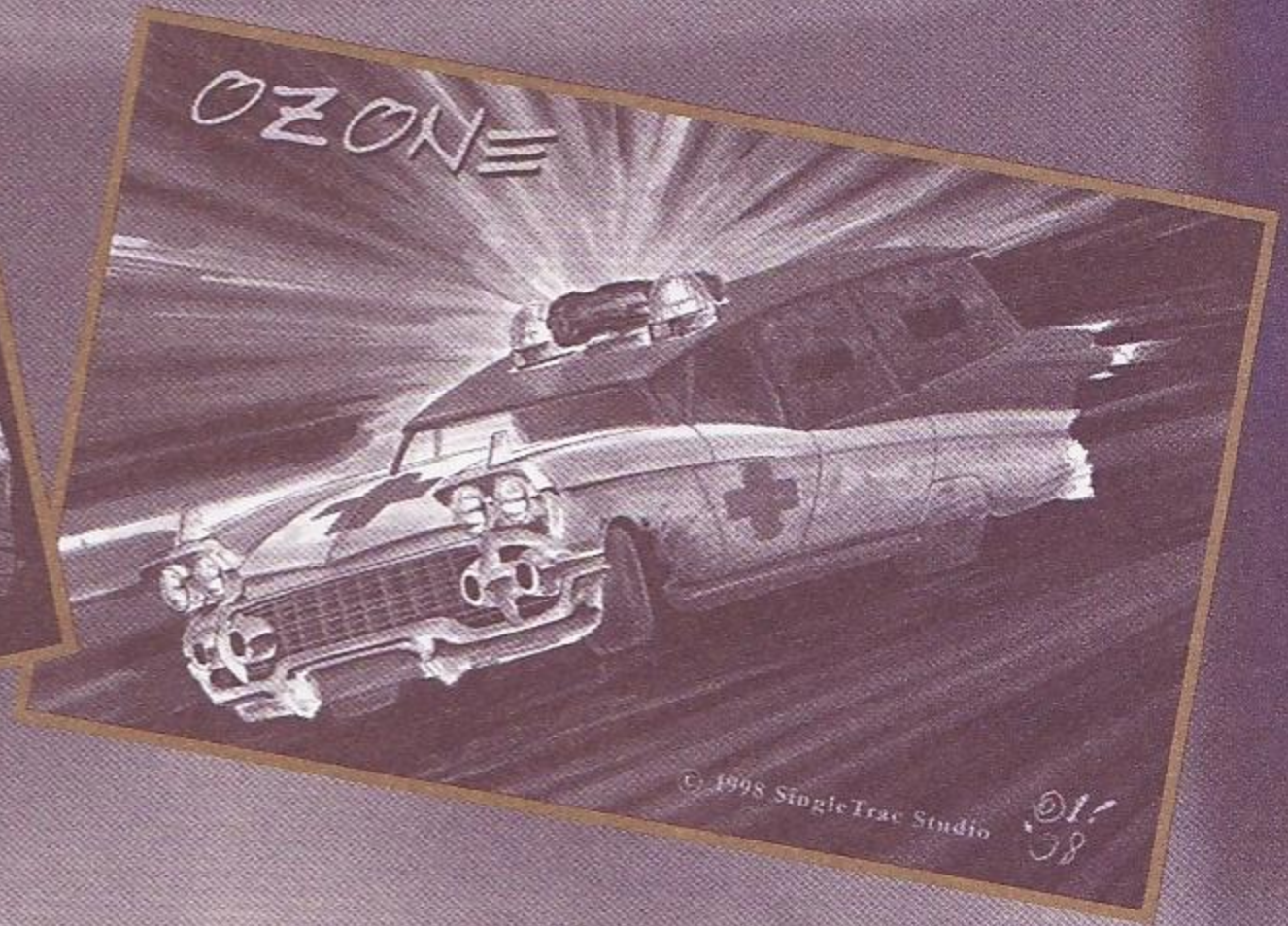
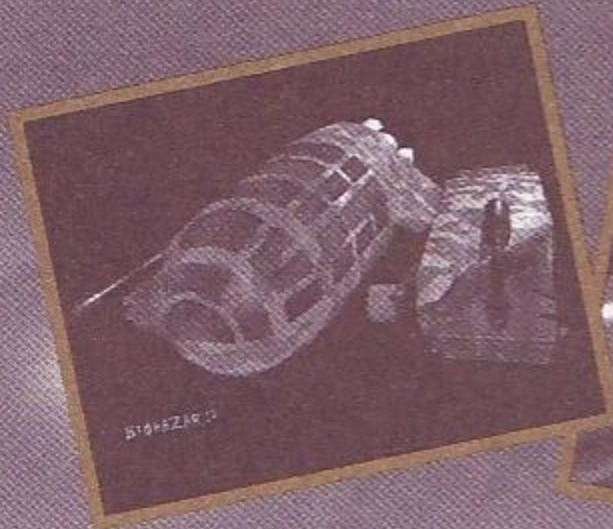
Ratman seeks out crime wherever he can find it, and Big Daddy's playground is as good a place as any for this rat-faced hero to go to work. Ratman drives a mysterious car known as the Intruder. The Intruder is

one of the fastest vehicles among the Auto Mercs, giving Ratman an edge he is able to exploit. The Intruder's special weapon is the Ripper. This is probably the only drawback to driving the Intruder—the Ripper is not a long-distance weapon. It has to be used when you're close to an opponent, which means you need to get in close, do some damage, then zoom away to keep from getting squashed. On the positive side, the Intruder also has an attack-ready mode by holding down the weapon fire button—release when ready to fire.

Driver: Ratman
Top Speed: 8
Handling: 7
Armor: 7
Mass: 6
Special Attack: The Ripper



OZONE



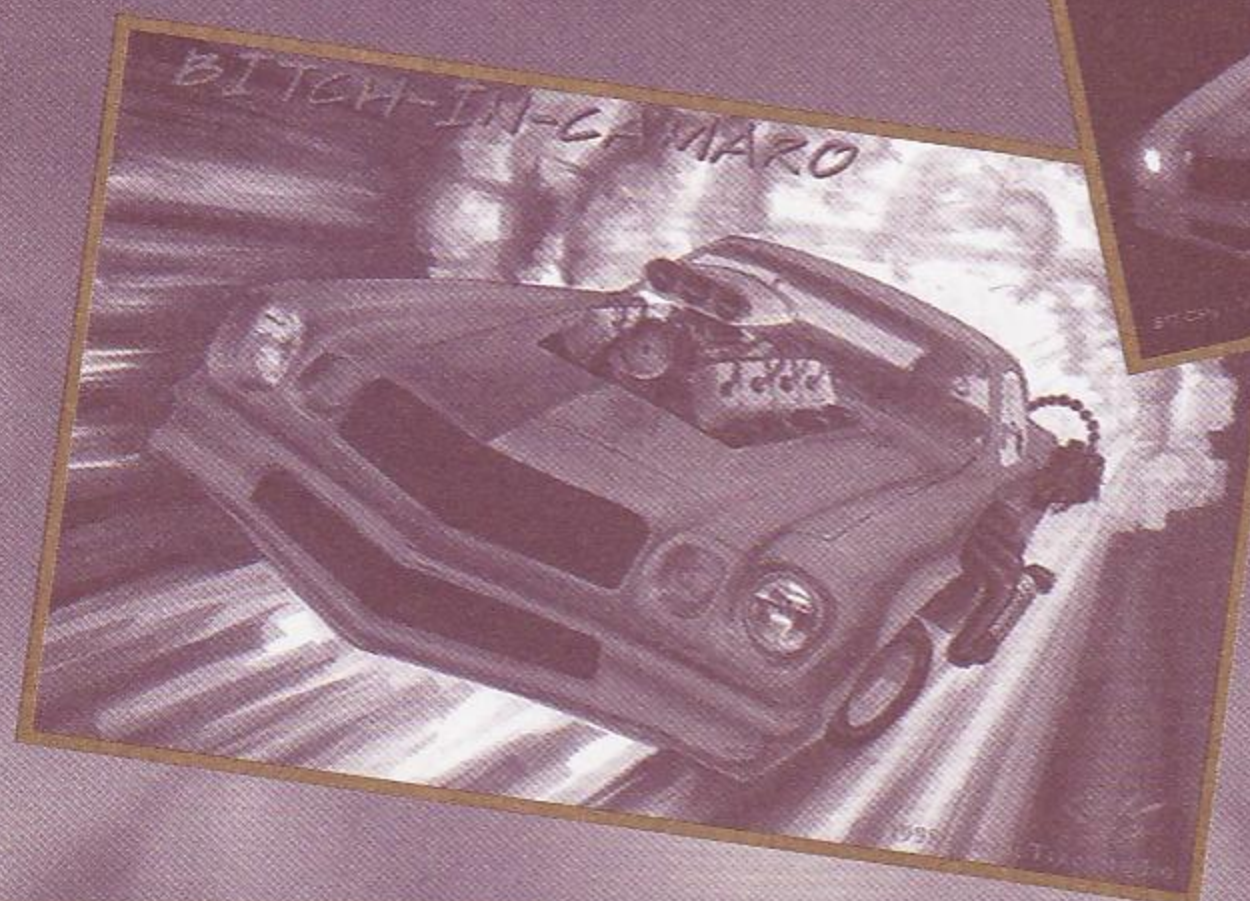
Schiz O'Manic is definitely not someone you want to meet in a dark alley, or for that matter, just about anywhere. This insane Auto Mercenary still wears the straightjacket he wore in the insane asylum he escaped from. Rumor has it that he drives Ozone, his vehicle, with his feet. However he drives, Ozone is a powerful tool. With nearly equal stats across the board, Ozone is a good choice if you prefer a well-rounded Merc. Ozone doesn't have any weaknesses, other than the fact that since he is the same in every

category, he doesn't excel at anything. Still, his special Shock Treatment attack is worth the ride. This attack incapacitates the victim with a bolt of pure electrical power, and also blasts the vehicle away from its objective. Additional shock therapy can be given if you rapidly press the weapon fire button after the lightning locks on to the enemy.

Driver: Schiz O'Manic
 Top Speed: 6
 Handling: 6
 Armor: 6
 Mass: 7
 Special Attack: Shock Treatment

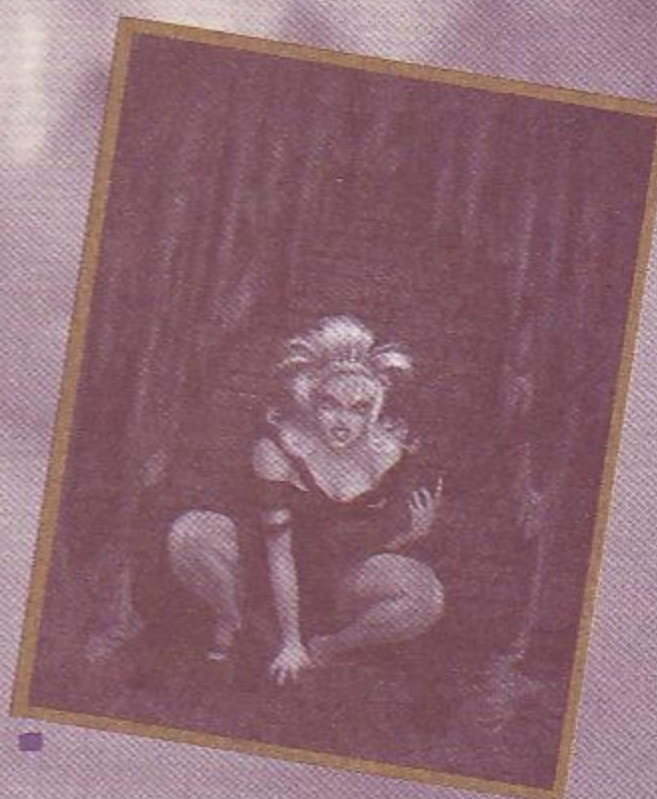


BITCHIN' WHEELS

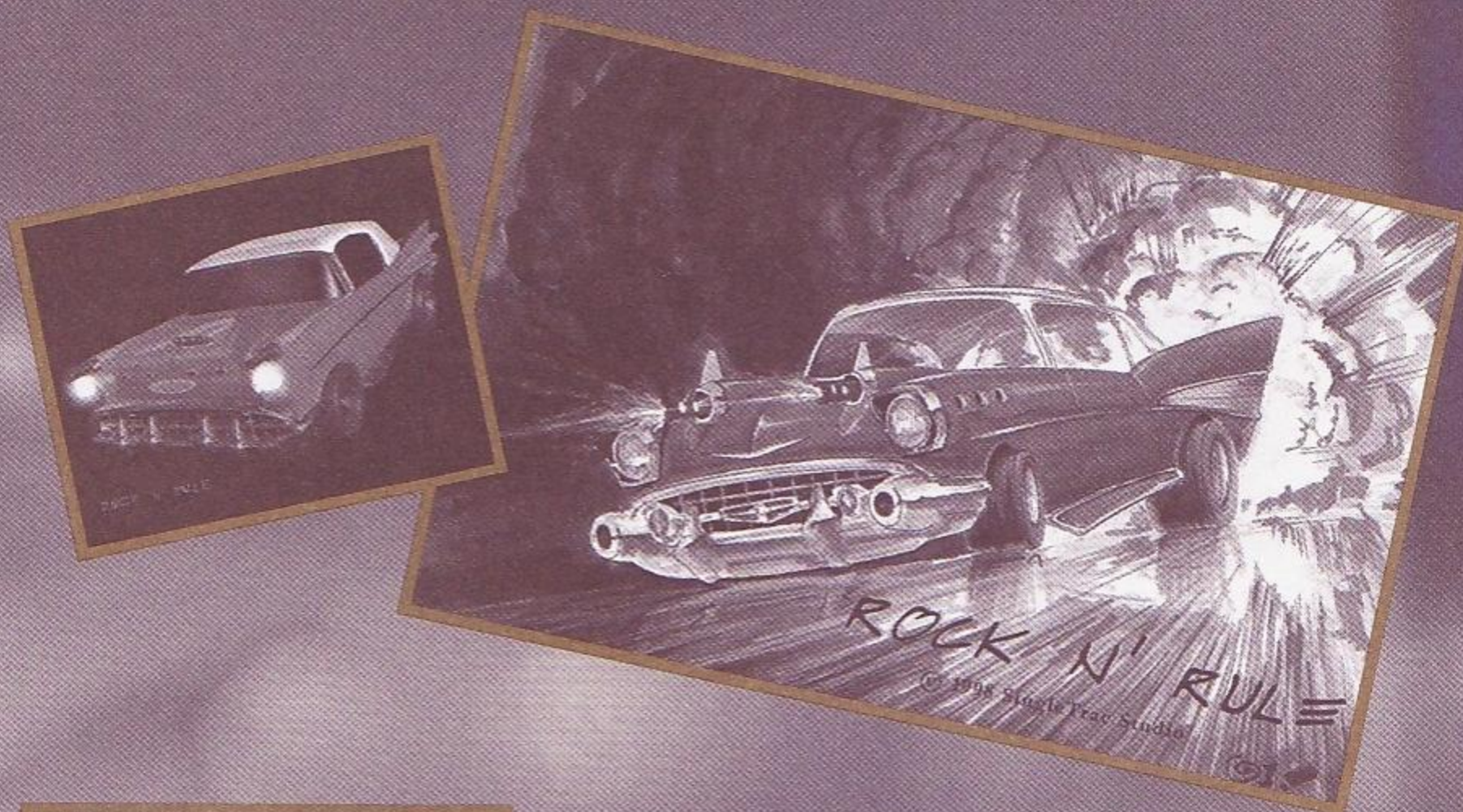


Ever wish you could get back at that cheerleader that dumped you in high school? Well, now's your chance. Bunny's got enough attitude to go around, and her pink Camaro gives her the tools to ruin your day. Bitchin' Wheels has the most annoying special attack in the game—Poodle Power. A horde of phantom pink poodles come yipping out of the Camaro's grill, seeking a target. When they find one, they explode on contact. If you don't play as Bunny, you'll find yourself seeking her out first just to stop these attacks from happening. She likes it that way—it makes her feel wanted.

Driver: **Bunny**
 Top Speed: **8**
 Handling: **7**
 Armor: **6**
 Mass: **5**
 Special Attack: **Poodle Power**



ROCK N' RULE



Elvis D. Kang hits the road in a big way. It's difficult to say which is a tighter fit for this heavyweight: his jumpsuit, or his cherry red '57 Chevy. If he manages to steer around his amazing gut, and if he can avoid compulsive trips to get fried chicken and jelly donuts, Elvis is no one to take lightly. Rock-n-Rule is one of the more well-rounded vehicles in the game, since it has average or better numbers in all categories. Its

special attack, the Glitter Rocket, homes in on its target, seeking the closest opponent and delivering a high-impact blast. So if you see his largeness headed your way, you'd better shake rattle and roll, unless you want to be another sequin in his crown.

Driver: **Elvis D. Kang**
 Top Speed: **7**
 Handling: **7**
 Armor: **5**
 Mass: **5**
 Special Attack: **Glitter Rocket**



GATOR BAIT



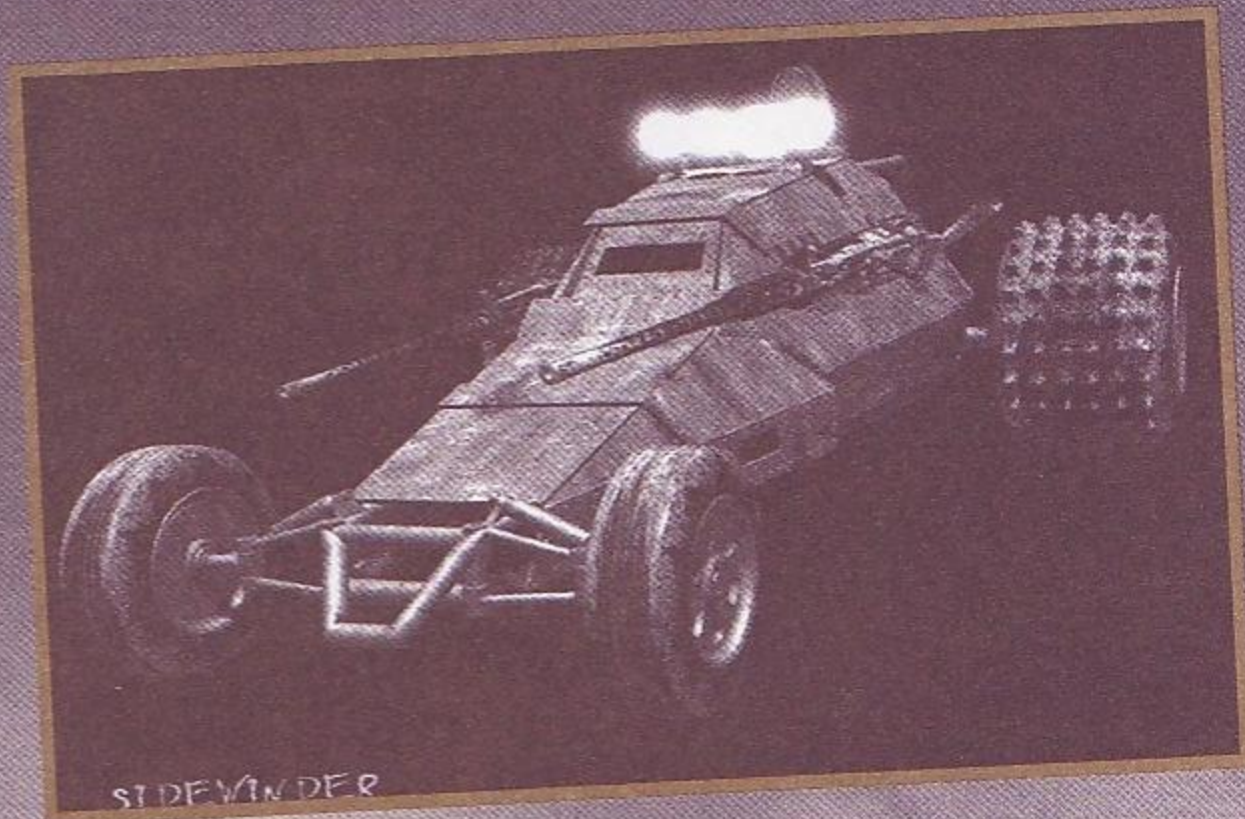
Daisy June McCoy comes from a place where men are men, and women are a lot like them. Born in the bayous way down south, Daisy June's claim to fame is her conversion of her airboat, Gator Bait, into a prop-driven killing machine. If it weren't for Bunny's Poodle Power attack, Gator Bait would win the most annoying attack with its Chicken Lickin'. However, getting blasted by

Daisy June's chickens is no laughing matter—they stall you completely, allowing her to blast you, stun you, or suck out all your cash as you sit helpless. This weapon works on impact if the Special weapon is selected—just ram someone and watch the chickens fly then rapidly press the weapon fire button for additional Chicken Lickin's. Daisy June McCoy is by far the toughest Auto Merc to run down, so be on your toes for her and put her down right quick, now, ya hear?

Driver: Daisy June McCoy
Top Speed: 7
Handling: 9
Armor: 3
Mass: 4
Special Attack: Chicken Lickin'



SIDEWINDER



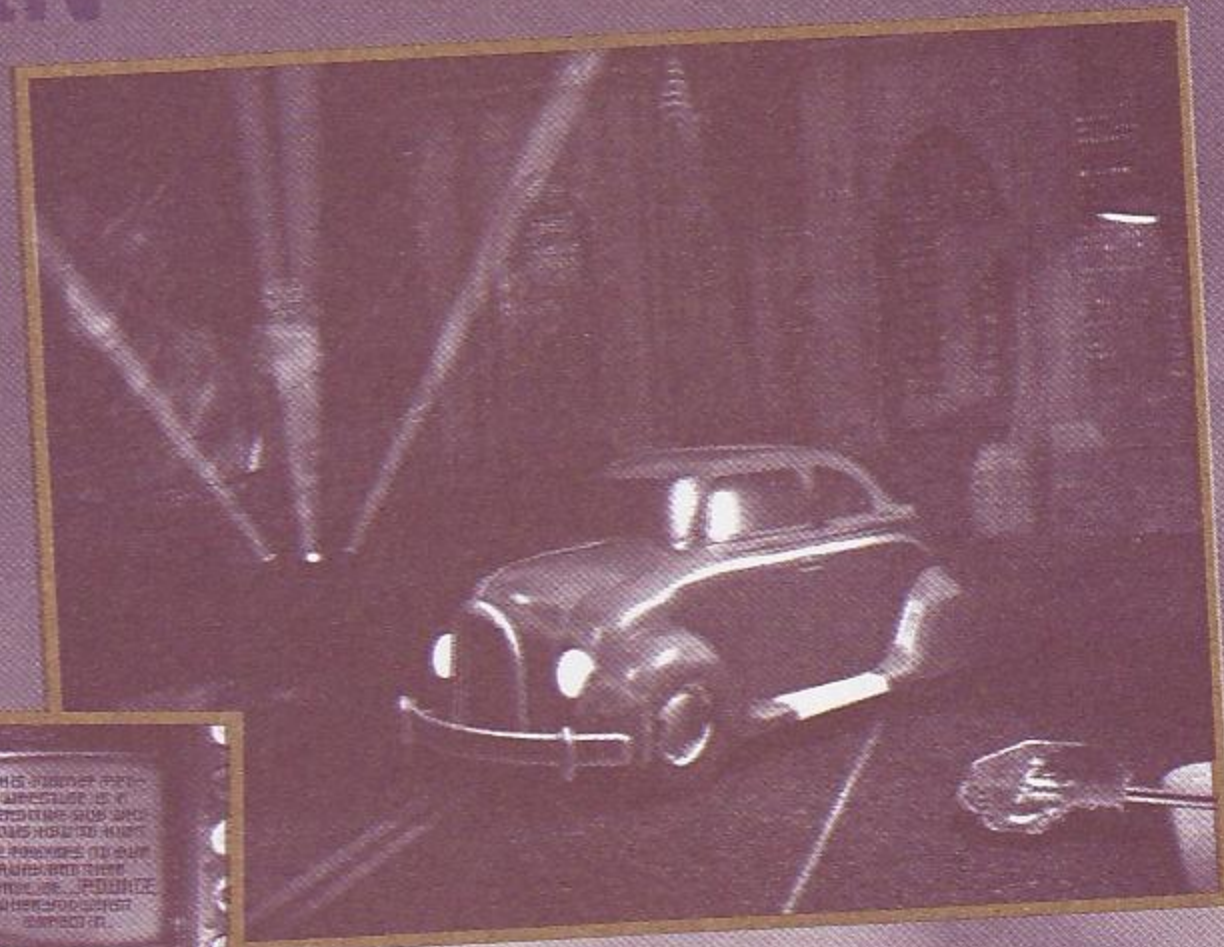
If speed, agility, and the Old West are your preference, then you'll feel right at home when you step into Snake Eye Shaddock's boots. Even though he has a mechanical arm, don't discount his ability to use his monocular laser sight to send you to Boot Hill. His special attack is an exploding arrow that sticks in opponents and detonates a few

seconds later. Although effective, the delay between firing and the subsequent explosion can result in Sidewinder taking enemy fire until the explosion happens—not a good thing, especially considering Sidewinder's low armor and mass ratings.

Driver: Snake Eye Shaddock
Top Speed: 8
Handling: 8
Armor: 5
Mass: 4
Special Attack: Exploding Arrow



VERMIN



When Francis McGee left professional wrestling, it wasn't a devastating loss to the sport. After all, he just wasn't good for wrestling's image. As an Auto Merc, Francis zips around, making a quick exit when

things get nasty. His special attack, the Disrupt-o-Ray, sends the target into an uncontrollable wobbling frenzy. It's impossible to do anything but ride it out, so once this purple demon unleashes it on you, hang in there until it's over.

Driver: Francis "Legs" McGee
 Top Speed: 10
 Handling: 8
 Armor: 4
 Mass: 3
 Special Attacks: Disrupt-o-Ray



NIGHTSHADE

Unlike the Auto Mercs so far, you can't play as Nightshade until you've beaten a Vacation mode game driving Rock n' Rule, or unless you cheat by using the password above. Nightshade is the first boss you face in the game, and she's tough. Her cyborg shell has two parts: a tank-like main body, and a smaller sphere that ejects when it gets too nasty for her. Needless to say, she is tough to bring down, and her Blades-O'-Death will shred you at close range. Keep your distance and wear her down. If you're playing as Nightshade, you have a very unfair advantage, but you'll have fun blasting everything with impunity. The one downfall she, and all the bonus drivers have, is that they can't get repairs or upgrades done.



Password: R1,R2,L1,L1,X,O
 Driver: Nightshade
 Top Speed: 10
 Handling: 10
 Armor: 10
 Mass: 10
 Special Attack: Blades-O'-Death



SAUCER



Zagnar has been to Earth many times, and there's nothing he enjoys more than tormenting helpless Earthlings. His Saucer is extremely fast, and tough to hit from the ground if you pilot it. As with

Nightshade, Zagnar can't get repairs or upgrades done, so be sure you keep him out of harms way. If you're looking to bring down a Saucer pilot, try using Meteors, or Stingers at close range. It's best if you make sure there are no Auto Mercs around so you have a clear field of fire.

Password: R1, SQUARE, X,
 SQUARE, L2, O
 Driver: Xagnar the Abductor
 Top Speed: 10
 Handling: 10
 Armor: 10
 Mass: 10
 Special Attack: ???

BLACK HELICOPTER



If you're getting that watched feeling from above, then it's more than likely that Agent XQJ-37 is on the job. The black helicopter is an awesome weapon—it's fast, tough to target, and handles like a dream. However, it adds a completely different element to playing the game: With all pickups on the ground, Agent XQJ-37 has to hover to pick them up, and he is vulnerable then. If you choose to pilot his chopper, be aware that you're fair game when sitting on or near the ground.

Password: L1, TRIANGLE, R2,
 TRIANGLE, TRIANGLE, R1
Driver: Agent XQJ-37
Top Speed: 10
Handling: 10
Armor: 10
Mass: 10
Special Attack: ???

GOLIATH



The most massive vehicle in the game is Goliath's steamroller. It takes some serious firepower to bring this behemoth to its knees, and likewise, it gives you the ability to crush your opponents when

you choose to drive his rig. Goliath doesn't look like much, but he's a master at crushing the life from his victims. Besides the rocket attack of his Vanquisher, Goliath can also flatten opponents just by running over them. Nothing will stop this monster, so enjoy yourself!

Password: TRIANGLE, L1, R1, X,
L2, L2
Driver: Agent XQJ-37
Top Speed: 10
Handling: 10
Armor: 10
Mass: 10
Special Attack: The Vanquisher



Tourists

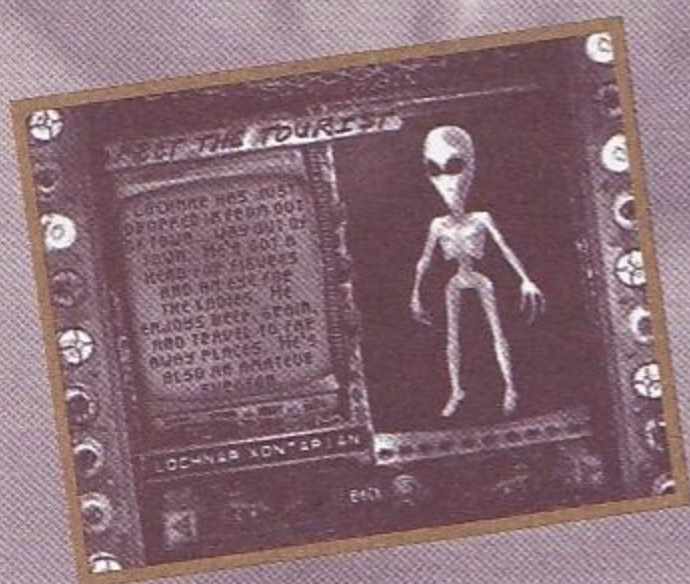
Racing against the best fighters on Earth is one thing, racing against those fiends while trying to gain possession of the few remaining tourists and taking them on an illegal vacation at the expense of the gangster of getaways—Big Daddy is another trip altogether. This section profiles the hapless tourists of *Rogue Trip*.

BILLY RAY-BOB “BUDDY” DUROC

Billy Ray's got Elvis D. Kang beat in the gut department, but he's quick on his feet and is anxious to see the sights. The good news is, he's easy to spot when he's on the loose due to his lovely Hawaiian print shirt.



LOCHNAR XONTARIAN



Lochnar is one of the few aliens who haven't been here before, and he's curious to see how Earthlings live. Show him the sights, but don't expect him to be impressed or polite. After all, he's seen more of the galaxy than any of us puny humans.

HORTENSE VANKRANK

This cantankerous elderly lady is in a hurry, and she isn't in the mood to put up with any crap from some sweaty, ill-mannered Auto Mercenary. So make sure you're in the mood to put up with her, or you might just let the other Mercs have her (or wish you had).



CAPTAIN PROTON



Saving the world is hard work, at least that's what Nick Baxter, aka Captain Proton, says. Seems he needs a vacation from being a super-hero, so look for him along your route. He is the most polite of the tourists, so pick him up and score some cash.

Part II

A vacation to die for

You're armed with information, and you're strapped into the vehicle of your choice. It's the moment of truth, Auto Mercenary style. You'll need detailed information on all the areas you plan to visit, and you've come to the right place to get it. This section gives you the lowdown on the underbelly of every Big Daddy vacation destination, from XLAX to Nuke York. Your mission is to make it through all of them, and face Big Daddy himself at the end of it all. Good luck, rookie, you'll need it!

XLAX

What better place to start your rogue trip than at one of the world's busiest airports? XLAX has plenty of open space, so watch your six and keep moving as you scan for the other Auto Mercs. Keep a sharp eye out for landing airplanes—they'll do serious damage to your ride if you run into them. Of course, if you send a missile up a plane's tail, it gives a whole new meaning to the term "Flight Cancelled." If you're lucky, a downed plane will cough up some cash as well.

Tourist Attractions

Weapons: Stingers, Ejectors, Stalkers, Blasters, RLBS, Machine Gun Upgrade, Meteors

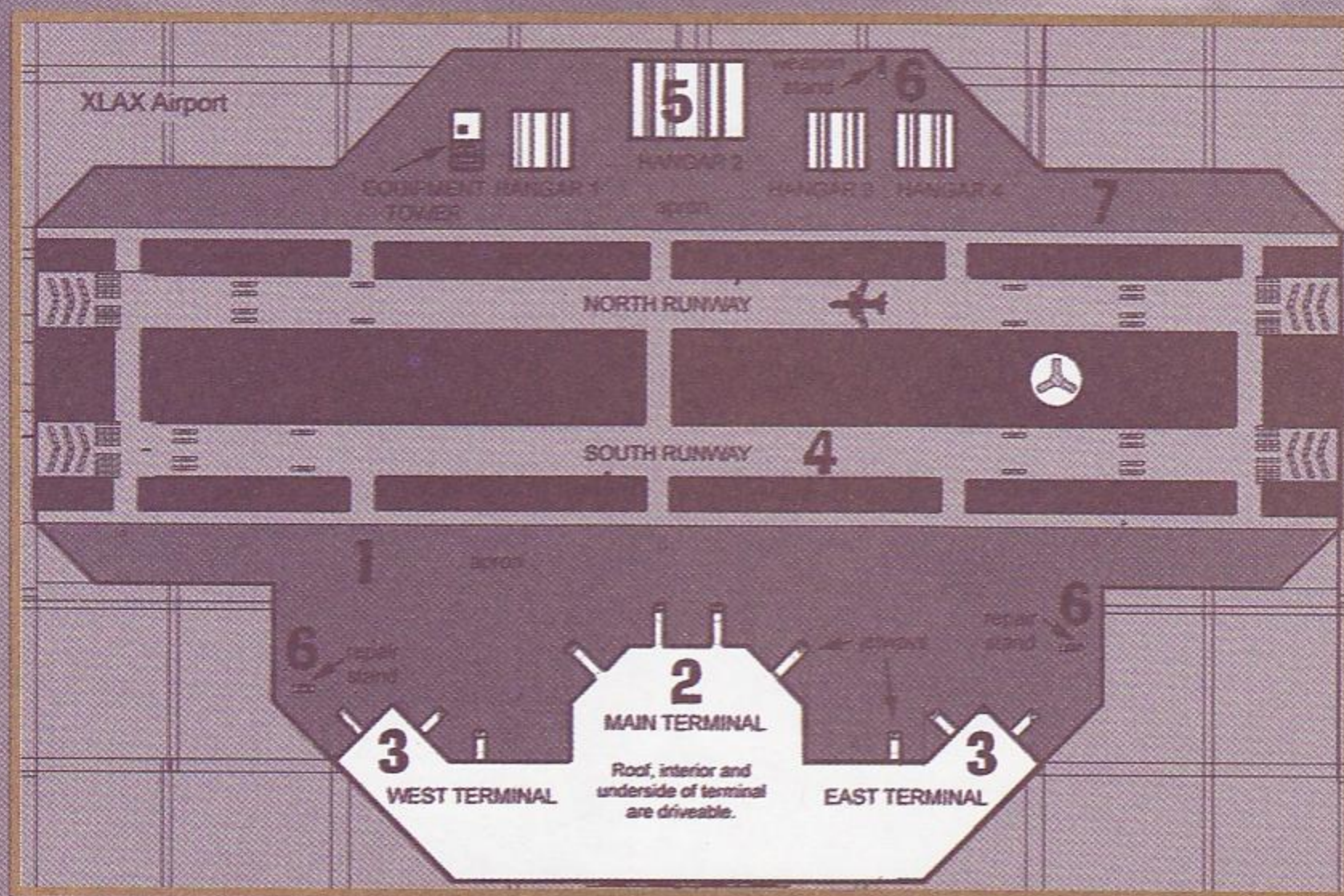
Powerups: Health, Blasters

Photo Ops: 6

XLAX

Scenic Tour

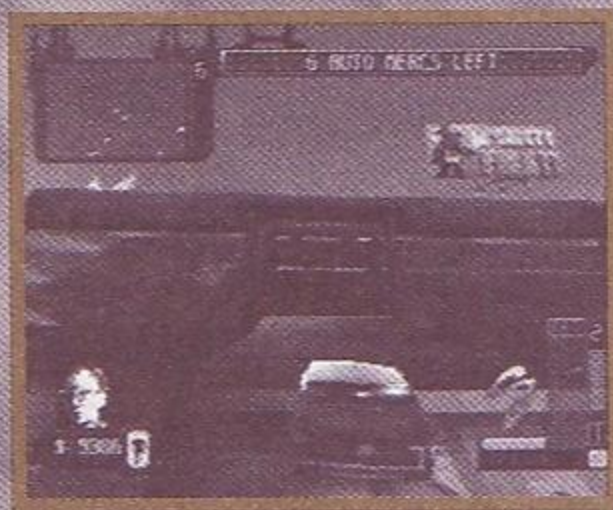
XLAX has a very basic layout. There are two runways that dominate the center of the area, with two smaller taxiways flanking it. Along one side of the runways are several hangars, each containing weapons. Across the runways, the main terminal building holds even more surprises. With all the weapons available in an area with clear lines of sight, things will get nasty in a hurry at XLAX.





1. **Grab the tourist and head for the first Photo Op.** Once you've grabbed the tourist ahead of you, head for the first Photo Op. You should be able to make it without much trouble, so concentrate on clearing the area around the Photo Op before coming to a stop on it.

Note To find a Photo Op, wait for the message—**HEAD FOR A PHOTO OP!**—to appear on your screen once you have a tourist. Take a look at your radar map and look for a flashing white dot. This indicates an available Photo Op.



2. **Head for the terminal building.** Open fire on one of the jetways attached to the central structure, and it will cave in, giving you a nice ramp that leads inside the building. Collect the **Stingers**, **Ejectors**, and **Cash** inside the terminal, then head for the tarmac again.



3. **You're not done with the terminal building yet.** Fight off the other Auto Mercs, then jump (by pressing R1 and L1 simultaneously) onto one of the side jetways that flank the central structure, and drive up onto the roof. Roam the rooftop to collect some Blasters, RLBS, a Machine Gun Upgrade, and Meteors. Now—it's time to clean house.



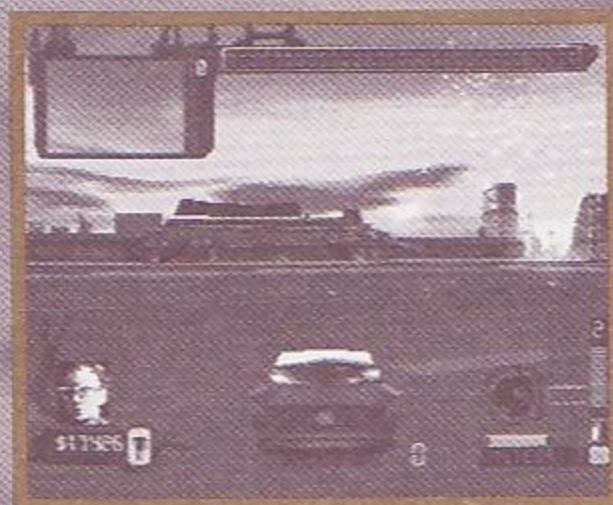
4. **Back on the tarmac,** use your firepower to blast the other Auto Mercs. Keep an eye out for Photo Ops as you circle the runway.



5. **Beware of the Hangars.** The Hangars contain several weapons, but they can also be deathtraps. Don't enter the central one with the Ejectors inside if you can avoid it—there's only one way out, and the other Auto Mercs will pin you inside given half a chance. Get the **Ejectors** inside the terminal instead.



6. **Don't forget to refuel.** Use the Health and Blaster power-up stations to give you a boost. Make sure you keep up with the tourists so that you have a steady cash flow coming in.

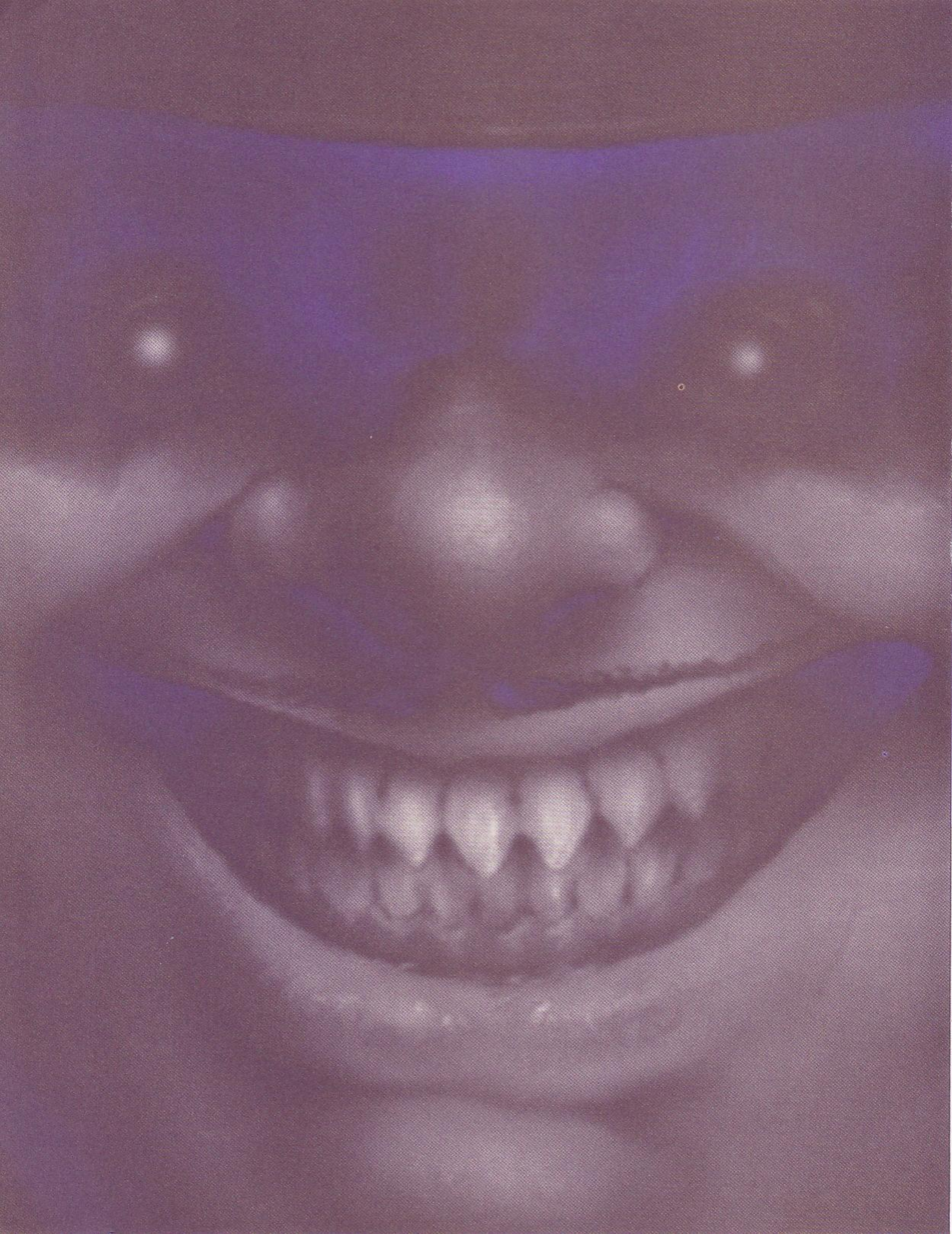


7. **Don't kill off all the Auto Mercs**—save one of them, and continue circling for Photo Ops. The single Auto Merc won't cause you too many problems, and this will allow you to score all six of the Photo Ops in XLAX. Once you've found all six Photo Ops, blast the remaining Auto Merc to complete the mission.

Tip.

XLAX has no terrain topography. You can get the most out of line-of-sight weapons.

XLAX



Daddywood

A woman with long, wavy brown hair is riding a large, dark-colored dinosaur. She is wearing a light-colored bikini top and is looking back over her shoulder towards the camera. The dinosaur is in a dynamic pose, with its head turned and its tail raised. The background is a dense, green jungle with various trees and foliage. The overall tone of the image is adventurous and cinematic.

Tinseltown has always drawn tourists like flies, and the 21st century's version is more popular than ever. Winding roads, canals, and the smell of burning rubber make this a star-studded vacation spot you won't want to miss. Grab the extra film for your camera—you'll see plenty of action in Daddywood.

Tourist Attractions

Weapons: Stingers, Ejectors, Stalkers, Blasters, RLBS, Machine Gun Upgrade, Meteors

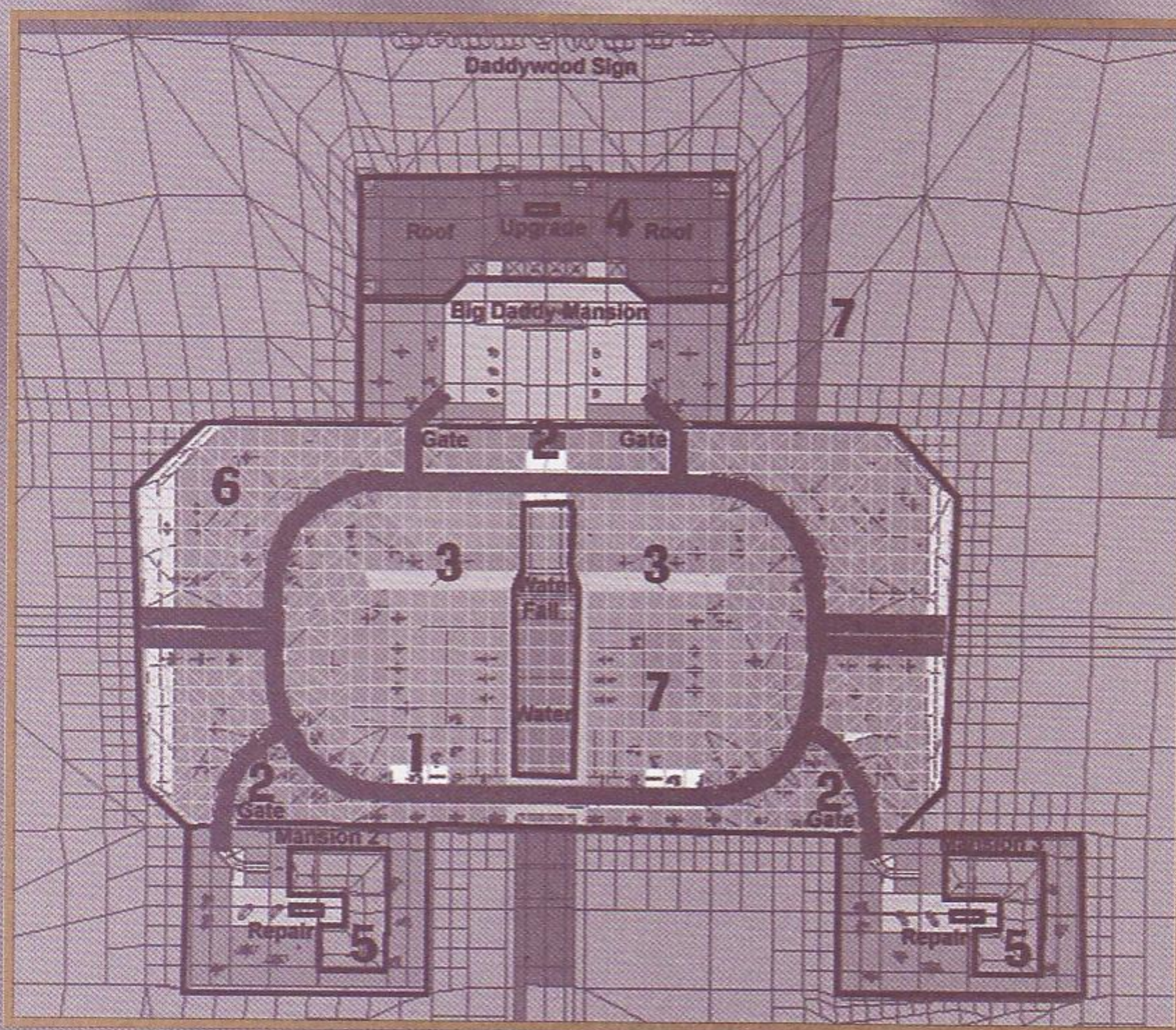
Powerups: Health, Blasters

Photo Ops: 6

Daddywood

Scenic Tour

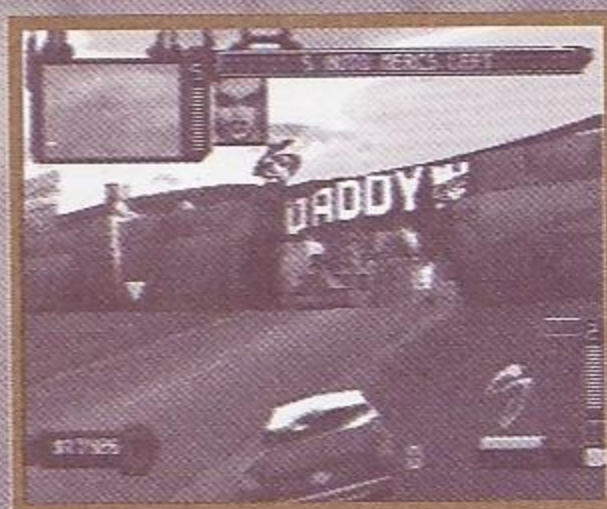
Daddywood is a bit more complex than XLAX. The rolling hills take some getting used to, but they also allow you to attack from unexpected angles. Keep a close eye on your radar—there are no deadly falls here, so if you burn rubber for the Photo Ops without worrying about the terrain, you'll come out on top. Be aware that there are three barricaded sections leading to the mansions on the map: one to the north, and two to the south. Blast the walls to enter these areas.





1. **Snag a tourist and get moving.** There are weapons scattered all over the hillsides and roads in the area. Also, don't be afraid to go off-road to reach a Photo Op. Your vehicle won't take severe damage from any jumps you make. Get to all the Photo Ops first, then take on the Auto Mercs.

Note Use your radar to pinpoint the Photo Ops, and head straight for them. Be sure to stay airborne by jumping a lot to avoid the other Auto Mercs' attacks.

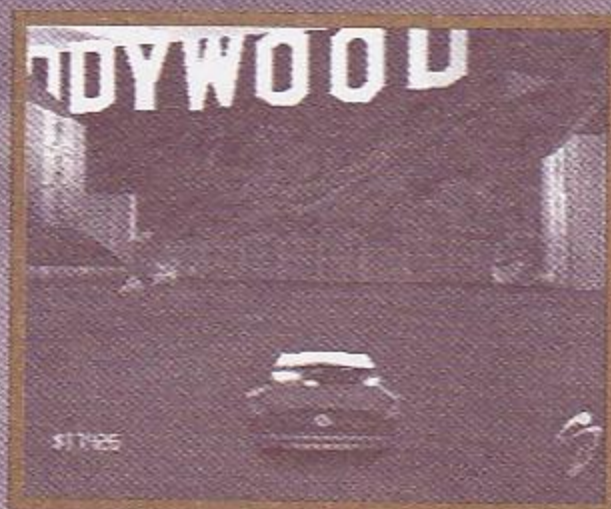


2. **Search out the dead-ends.** There are three dead-ends where you can blast the wall to punch through to a new area. Be careful as you enter or leave dead-end areas, since the other Auto Mercs will swarm to plug the exits. Jump over them to make your escape. The mansion rooftops provide good vantage points and are packed with pickups.

Part II: A Vacation to Die For



3. **Don't be afraid to jump.** Use the hills near the northern road as launching pads for some massive jumps. This will help you avoid attacks and get where you're going faster.



4. **Vanishing point to the west.** The area toward the Daddywood sign on the hill or setting sun is the most valuable—on the roof of the country club are several weapons, and a weapon upgrade station. Jump to the lower roof from the ground, then jump again to reach it. The other Mercs don't make the jumps as often as you can, so you should find a decent supply of goodies up here throughout the level.



5. **A tricky double-jump.** You'll have to perform a tricky double-jump to reach the roofs of the two eastern buildings (the ones that were behind the dead-ends when you started). Jump, then jump again as soon as your tires hit the roof's edge. Now, stop immediately to hang onto the roof so you can collect the weapons on top.



6. **Don't forget to recon for weapons.** Launch a Prowler for aerial reconnaissance to check weapon availability occasionally. Just be sure to land it in someone's trunk when you're done looking around. It's a good idea to do this from a rooftop or some other out-of-the-way area to avoid getting blasted while you look around.



7 **Get ready for a healthy show-down.**

When you're ready to wipe out the other Auto Mercs, hang out near the health powerup—they will all come there eventually. Make a circuit of the oval track, wait for them to arrive, then finish them off.

The Maul

The nation's capital isn't quite what it used to be. Fasten your seat belt for your visit to the Washington Monument, the Lincoln Memorial, and other historic sites or at least, what's left of them.

Tourist Attractions

Weapons: Stingers, Ejectors, Stalkers, Blasters, RLBS, Meteors, Scorches, Prowlers

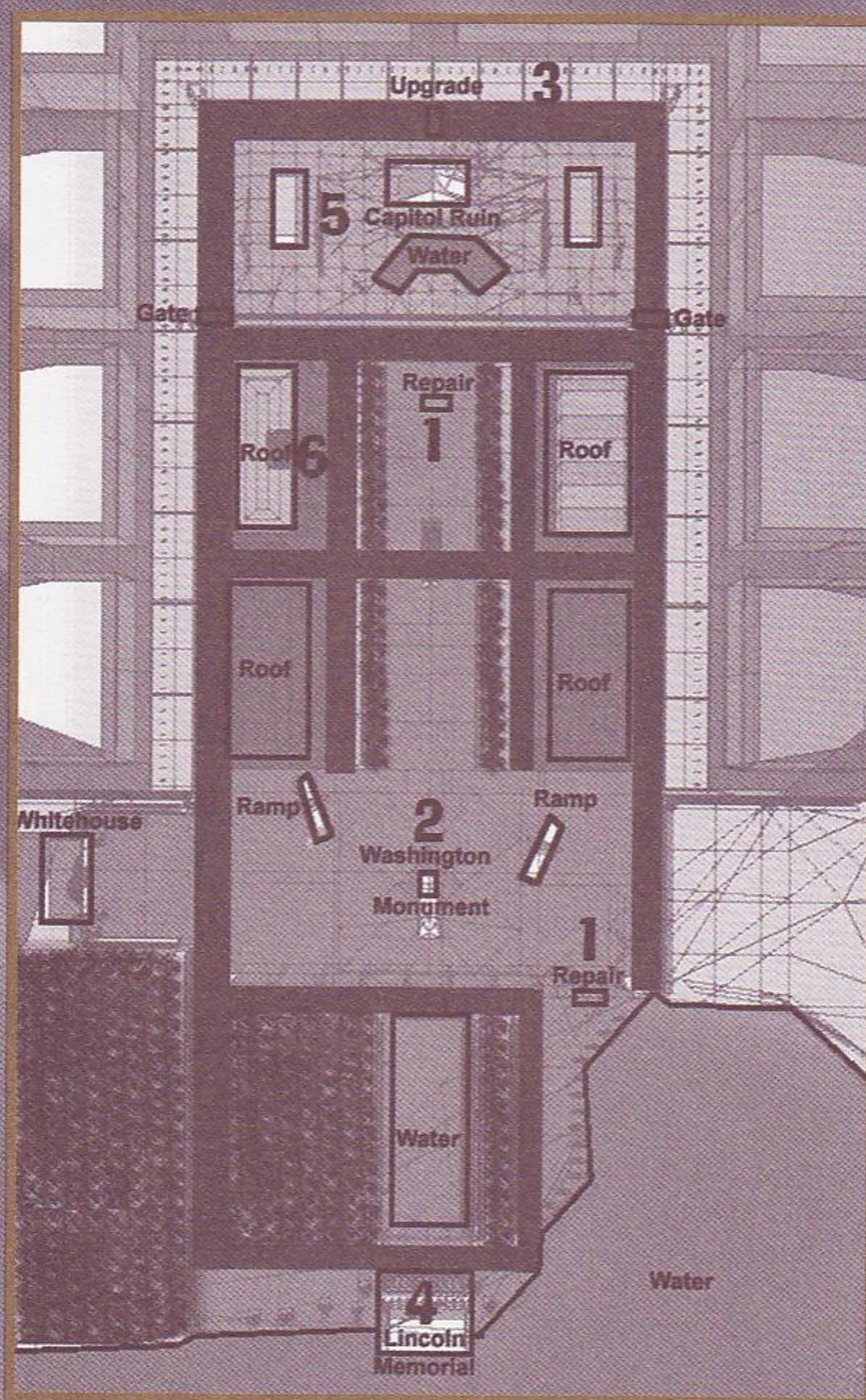
Powerups: Repair Station (2), Weapons

Photo Ops: 6

The Maul

Scenic Tour

The Maul is the area surrounding the Washington Monument, Lincoln Memorial, Capital Building (which looks to be in need of repair since it was leveled by a terrorist bomb), and the Big Daddy version of the White House (La Casa Blanca). Even politicians were no match for Big Daddy, it seems. On your tour through the re-vamped capital, look to the roof tops for extra firepower—you're going to need it!





1. **Take note of the Repair Stations.** There are two Repair Stations; one in the center of the Maul, and another at the end nearest the Lincoln Memorial (near the cherry blossoms).

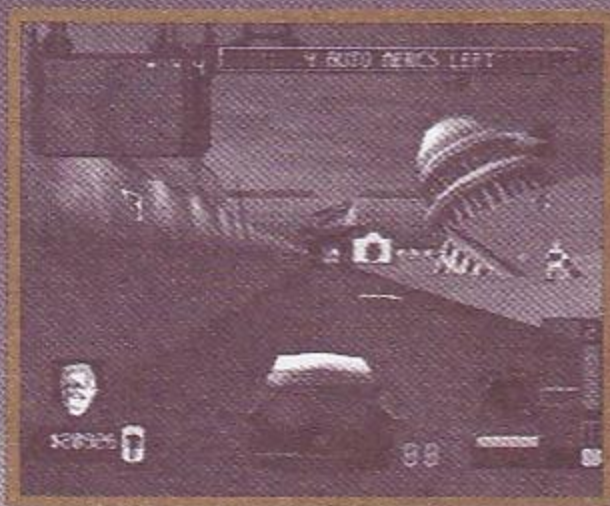
Tip: Use your turbo speed when you need repairs, or upgrades. Stop right before you enter the stations, then step on it again. Although there are two Repair Stations, you'll be a target when you stop to use them so don't stay long. Also, save some combo energy and shield as you go to the repair stand.



2. **Destroy the Washington Monument.** You'll get cash for it, but more importantly, this will cause two pieces of it to become ramps that will allow you to jump to the rooftops. All told, there are five weapon types on the roofs of the buildings, including: **Stingers** (2), **Stalkers** (2), **Blasters** (2), **Meteors** (2), **Scorch** (2), and some **cash**. Stock up and rain death on everyone.

Note

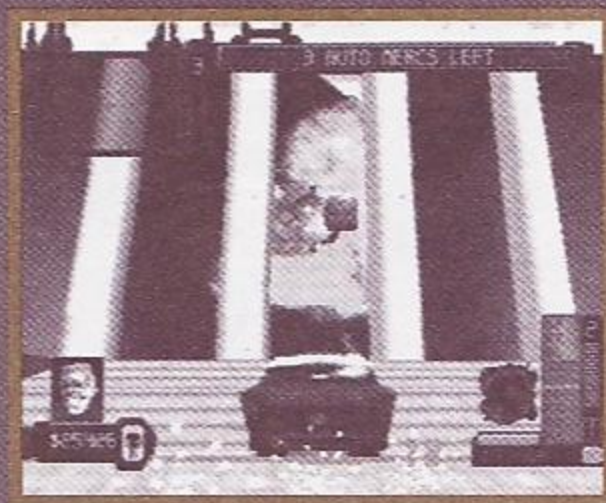
It's hard for the enemies to get up there. It's also a good vantage point for dropping RLBs, Meteors, and Prowlers.



3. **Photo Ops are hard to come by.** All the Photo Ops except for the one south of the Capital building are very tough to grab in a crowd. With several ways to reach each one, you need to master using turbos to get to each one, then stopping on them quickly to collect the cash.

Tip

Throw up the shield when you hit a Photo Op to avoid losing the tourist. If you don't have the tourist, defend the current Photo Op from the Auto Merc who does. Park on it, then ram them when they try to score the cash. Better yet, load up with Ejectors and pop the tourist out and snag the cash yourself. There is never more than one Photo Op at a time, so be patient—the crowd will come.



4. **Shoot Lincoln.** Shooting the statue of Abraham Lincoln will also get you some **cash**, and there's a stash of **Stingers** located near the Lincoln Memorial.

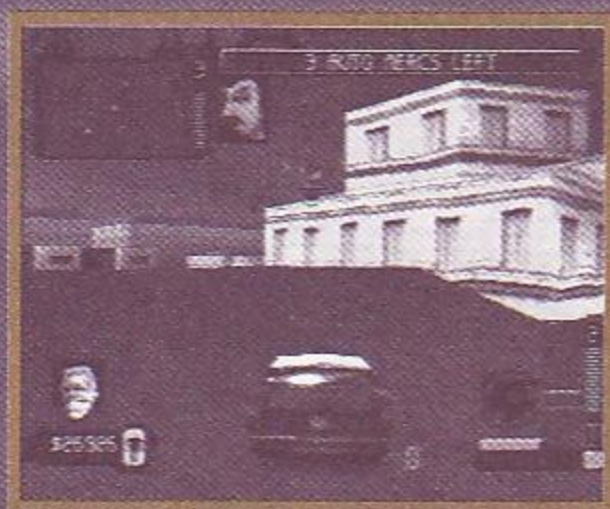
CAUTION!

Make sure you shoot the head.

Lincoln's head will fly off and chase you when you shoot the statue! Get away fast.



5. **Get the weapons and jump to the north.** In the area near the sunken Capital building, snag the weapons on the top of the building, then use the building as a ramp to make a jump over the wall to the north, and into the other section. This is a quick way to avoid pursuit.



6. **Get the Scorch atop the dome.** To get the Scorch atop the dome, you have to jump from the lower roof and snag it as you fall to the street below.

Tip

Use Prowlers to shoot the girl on the CasaBlanca sign to remove her skirt; shoot again to destroy the sign and get cash.

Note

The attack helicopters—they're the red ones—are tough to target with your secondary weapons when there are other Auto Mercs around. Use your Blasters, since they fly in a straight line and don't seek a target. You get cash for every helicopter you shoot down.

CAUTION!

Goliath, one of Big Daddy's security forces, is masquerading as an Auto Merc in the Maul. Stay away from his steamroller, or he'll turn you into scrap in no time flat.

Area 51

The Auto Mercenaries promise to give you a vacation experience like no other, and your trip to Area 51 delivers. The secret base where the pre-Big Daddy government harbored downed alien spacecraft has become an alien playground, complete with alien ships, government helicopters seeking to protect them, and plenty of room for the Auto Mercs to roll. You might even have an out-of-this-world experience.

Tourist Attractions

Weapons: Stingers, Electors, Stalkers, Blasters, RLBs, Meteors, Scorches, Prowlers, Machine Gun Upgrade

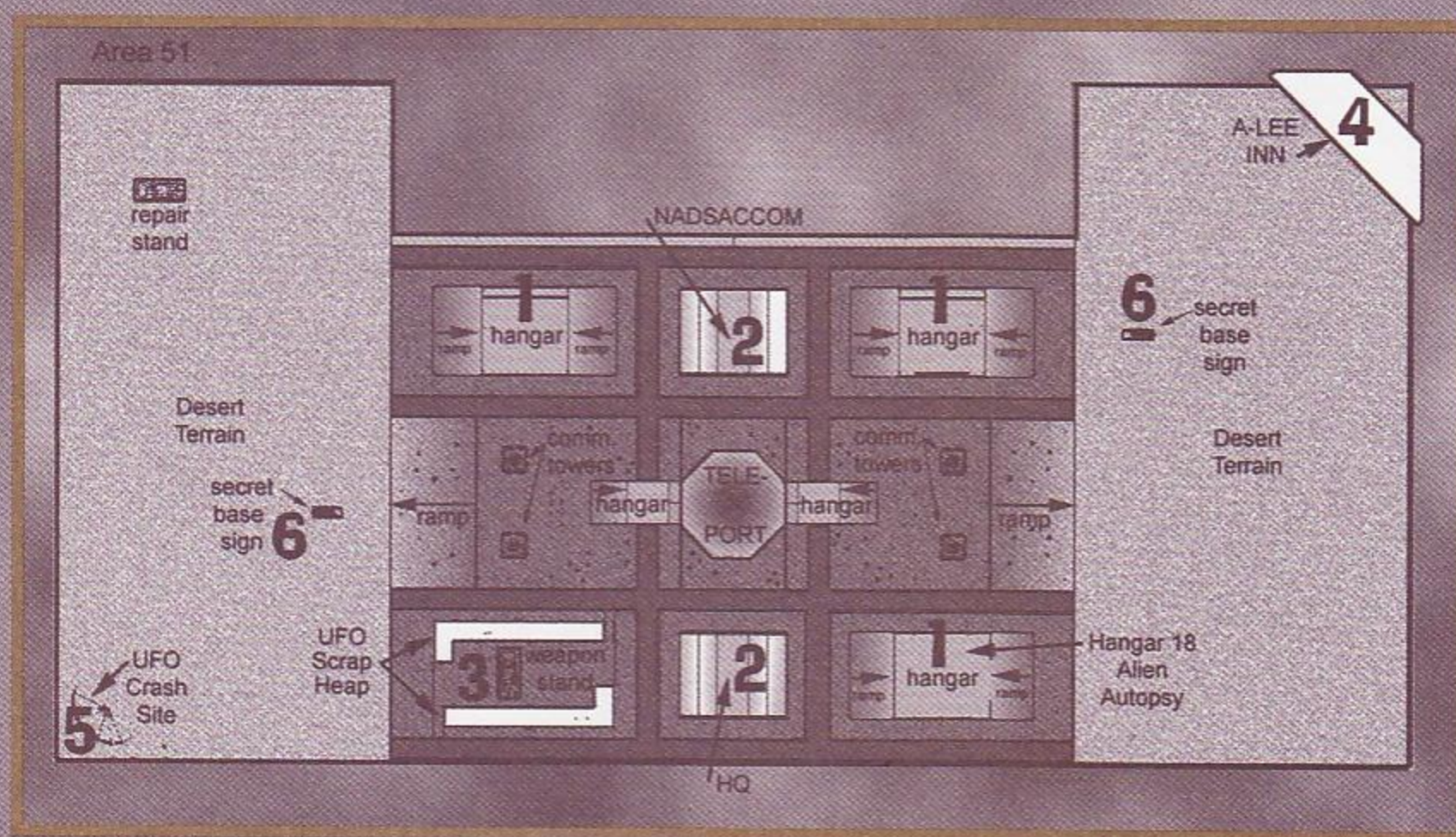
Powerups: Repair Stations (two: one on Earth, one on the Anxiety Base), Weapons Upgrade

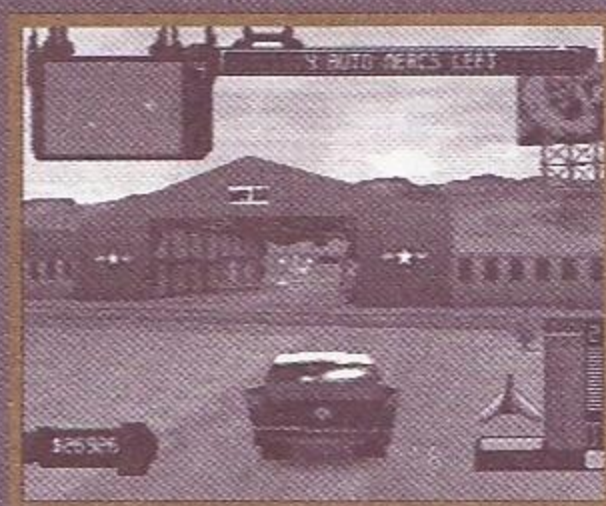
Photo Ops: 6

Area 51

Scenic Tour

There are actually two areas in Area 51. The first is the military base. With the two desolate areas at either end and the barracks in the middle, there's enough room for you to avoid attacks, but the Photo Ops here are fairly close together (albeit some of them are located on the moon). The second area is the Anxiety Base, which is accessed from the teleporter in the center of the map. The Anxiety Base has a Repair Station and several weapons on the surface, so it's well worth the visit!





1. **Go for the hangars.** Blast open the hangars as soon as you start—there are **Prowlers**, a **Scorch**, and **Ejectors** inside them.

Tip: Get a tourist and blaze around the map to get to all the Photo Ops quickly—the area is small enough that you should be able to reach all of them in short order.

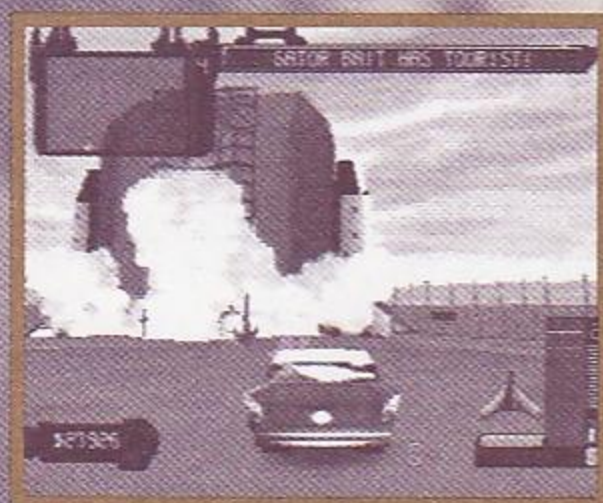


2. **Explore the roofs of your surroundings.** The barracks and hangars in the center of the map have **cash** and **Stingers** on their roofs, and the rooftops will also enable you to traverse the center of the map without ever touching the ground below—you can make jumps to each rooftop, then onto the desert floor above.



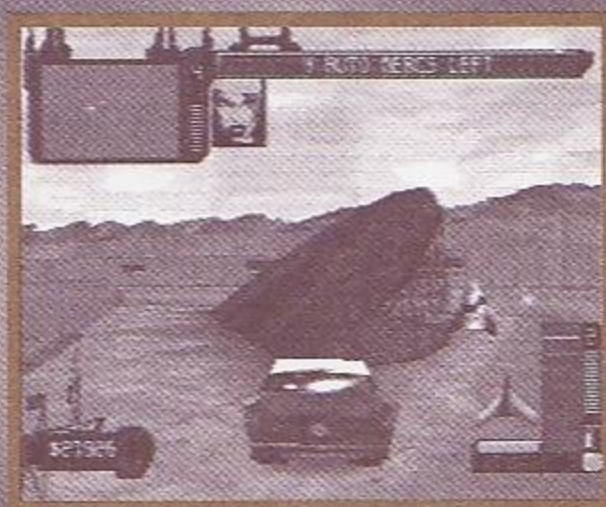
3. **A great hiding spot with goodies.** The Weapon Upgrade area has two ledges that surround it. On top of them, you'll find a **Machine Gun Upgrade**, and some more **cash**. This is also a great place to hide from Auto Merc attacks if you need a breather.

Note There are two Photo Ops on the Anxiety Base, so when you don't see one on radar, use the teleporter to get to them. Likewise, when you are on the Anxiety Base, return to Earth when you don't see anymore Anxiety Base Photo Ops on radar.



4. **Blast the two space shuttles to score some cash.** The space shuttles (and the hotel between them) will blast off, revealing some **Stingers**, **Blasters**, and **Stalkers** on the launch pad.

Note If you go to the Anxiety Base after you've forced the shuttles to launch, you'll see them go tumbling by as you explore the Anxiety Base surface.



5. **Explore the area around the alien saucer.** At the opposite end of the map from the space shuttle launch pad is a downed alien saucer with **Blasters** behind it. You can jump the fence, or blast your way through to get them.



6. **Don't forget the cash.** Knock down the Secret Base sign to get the **cash** above it, and scour the landscape at the other end of the base for more **cash**—there's over \$2,000 sitting on the ground.

Part II: A Vacation to Die For

Tip

Watch out for the alien saucers—they will return fire if you shoot at them, so take them out every time you get the chance. Of course, you will also score cash for blasting them.

Note

The gravity on the Anxiety Base is one-sixth of that on Earth, so be prepared for your vehicle and projectiles to behave differently than normal. Meteors work well on the moon.

Bonus

Funtopia

You've earned a rest, so get ready for some carnival fun. In Funtopia, all you have to do is shoot straight to earn extra cash. Even a worthless, sorry excuse for an Auto Mercenary like you should be able to handle it!

Tourist Attractions

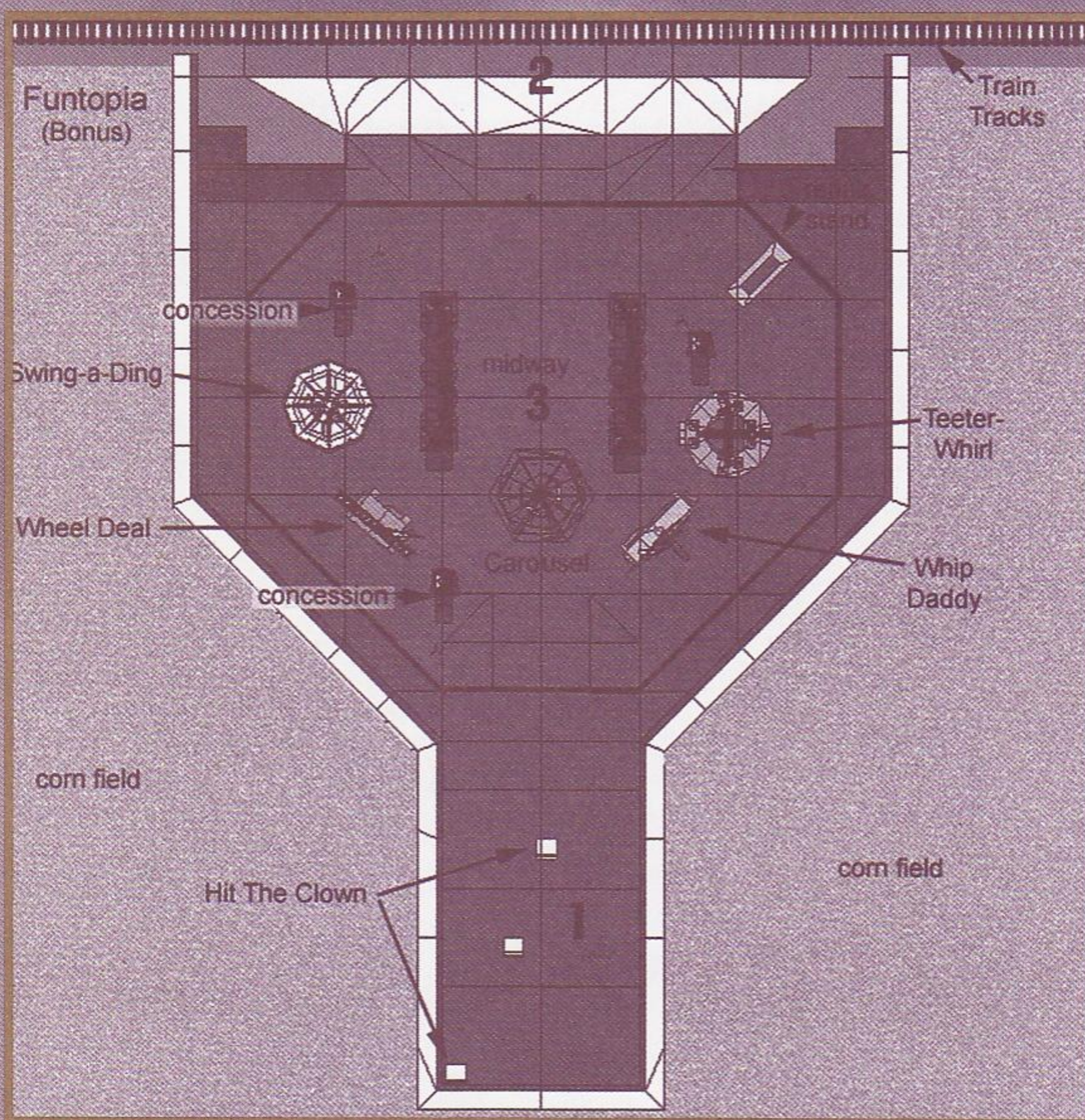
Weapons: Blasters

Powerups: Repair Station

Funtopia

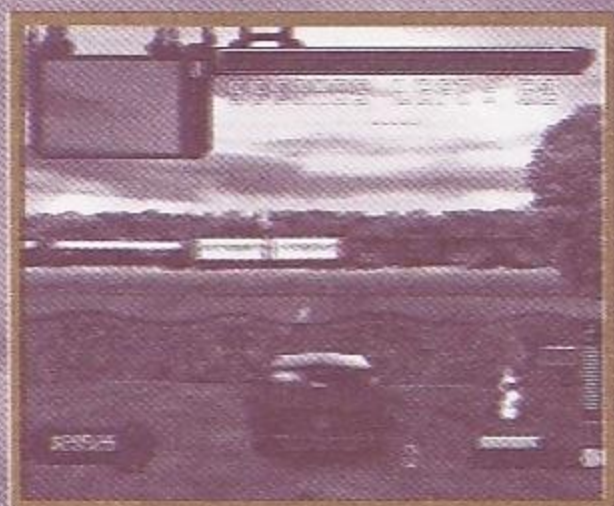
Scenic Tour

There's nothing like the smell of cotton candy. Except, of course, for the smell of cotton candy roasting in a roaring inferno! It's open season at the fair—you've got a short amount of time to score all the cash you can shoot, so get going!





1. **Go to the Shooting Gallery.** The shooting gallery is an easy spot to grab some cash. Just don't stay too long—there's plenty more where this came from.



2. **Don't forget about the trains.** The trains passing by are also fair game—nail the ones with cash on them and pocket the profits.

Tip

The trains and clowns give the highest amount of cash.



3. The rest of the carnival is straight-forward. Just shoot everything and try to bag as much cash as you can before time runs out.

Neon Nightmare

Las Vegas is known for it's garish strip and non-stop nightlife, but it's also had a reputation for being a bit on the seedy side. Well, now that the rest of the planet has gone to waste, Vegas looks pretty good by comparison. Big Daddy's casinos light up the night sky, and the massive construction project underway guarantees there's more to come.

Tourist Attractions

Weapons: Stingers, Ejectors, Stalkers, Blasters, RLBs, Meteors, Scorches, Prowlers, Machine Gun Upgrade

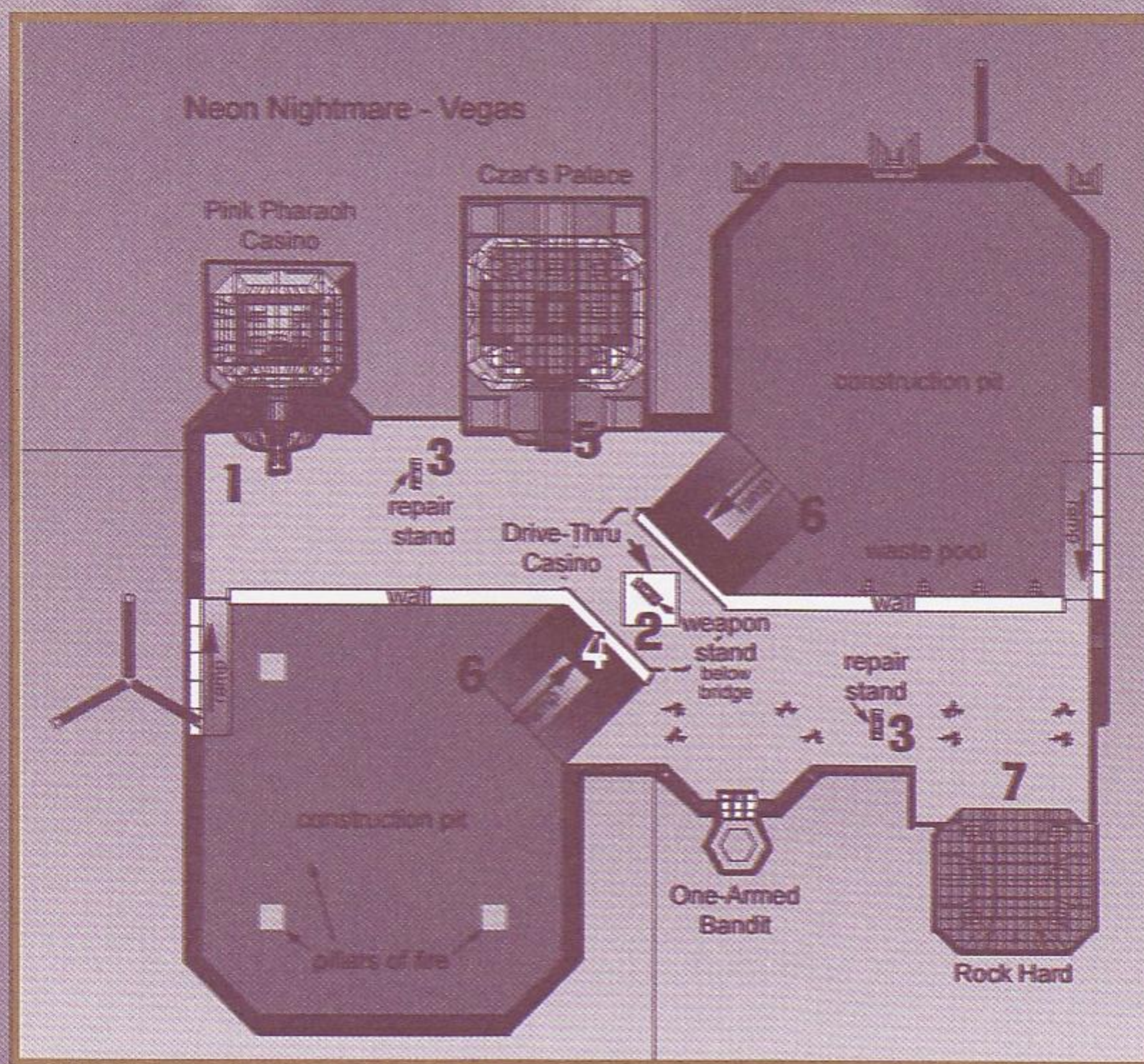
Powerups: Repair Stations (one on Earth, one on the Anxiety Base), Weapons Upgrade

Photo Ops: 6

Neon Nightmare

Scenic Tour

The casinos in Neon Nightmare are packed with—you guessed it—CASH! Even without help from a tourist, you'll generally be able to find enough cash inside to get some repairs, or finance a weapons upgrade. Photo Ops here are fairly spread out, so grab a tourist, then concentrate on thinning out the ranks of Auto Mercs before going for all the Photo Ops.





1. **Snag a tourist and rake in all the cash.**
Start in the closest casino and make your way down the strip, cleaning out all the **cash** inside each one.

CAUTION!

You can also gamble at the massive Big

Daddy slot machine. It cost \$1,000 to play and the payoff can be as much as \$10,000. Shoot the HIT ME sign with your Machine Gun to play. One word of caution: If you get three hand grenades on the dials, you'll tilt the machine and you lose ALL your cash, so play at your own risk, especially if you're playing in Vacation mode and have amassed a fair amount of cash.



2. **Upgrade your weapons.** Upgrade your weapons on the lowest level of the construction site—get there by going down one of the ramps, or take the short route and jump over the side to get there.



3. **Cover your back at the Repair Station.** The Repair Station on the strip is busy—watch your back if you are headed for some healing. Likewise, hang out and wait for the other Auto Mercs to show up, then blast them before they make it through.

Tip ■ ■ ■ **B**locking the Repair Station isn't exactly sporting, but it pays off. If you can manage to hang in there, you can take out several of the other Mercs by blocking access with your vehicle itself.



4. **Take advantage of the Meteor.** There's a Meteor over one of the ramps that leads from the construction site to the strip. You have to time a jump to reach it just before you enter the strip if you're coming from below.

Note There are several weapons on the lower level, including Stingers, Blasters, Ejectors, Stalkers, RLBs, and a Scorch. You can usually collect these with little opposition, then go unload them on the Auto Mercs cruising the strip.

Tip

A fun tactic is to drop an RLB at the entrance to a casino, then wait, watch, and pounce on them when they come inside.



5. **Pay a visit to C-Zars Palace.** There's a **Machine Gun Upgrade** just inside the entrance to C-Zars Palace, and you can find some **Blasters** inside. Collect them as you drive through for **Cash**.



6. **Avoid unnecessary skirmishes.** Use the two ramps that lead to the lower area to cross the map without having to fight your way there. In general, the other Auto Mercs favor staying on the strip if at all possible.

Note Remember that doorways, buildings, and even the Repair Station and Weapon Upgrade station archways provide shelter from Meteor attacks and other weapon fire.



7. **Stop by the platforms.** There are two platforms on either side of Rock Hard that you can reach by jumping up to them from below. They contain **Meteors** and **RLBs**.

Note RLBs are great—lob one onto the strip, head for the lower level where you'll be protected, and trigger a massive blast above. Look out for falling tourists!

Boss: Nightshade

Once you've conquered the strip, you're not quite finished. Nightshade is Big Daddy's head security honcho, and she's one mean techno-queen. Strapped in her massive machine-o'-death, Nightshade's job is to make sure you don't get any closer to Big Daddy.

Survival Tips

1. **Get moving**—Nightshade packs a nasty Special weapon. Her twin rocket attack will blast you into next week—three direct hits and you're history.
2. **Put some distance between Nightshade and you.** Nightshade's attack doesn't seek well over large distances, so use that to your favor. Drop back and attack with Meteors, Prowlers, or any other long-range weapon.
3. **If you can get Nightshade down into the construction site,** you may be able to get some more gambling in at the large slot machine you used previously before you finish her off. The same rules apply, so use it at your own risk!
4. **The pits offer a somewhat "safe haven"** to collect weapons and plan your next attack.
5. **A few upgraded weapons** go a long way with Nightshade.
6. **once you've caused Nightshade to eject from her ride, pour it on**—her weaker form can't take much punishment. When you've pulverized her, you're free to go on to the next vacation destination.

Eternal Acres

Even death can't escape Big Daddy's reach; he's constructed Eternal Acres, a quiet, out-of-the-way cemetery with rolling hills and a peaceful atmosphere. At least, it *was* peaceful. Get ready to pay your respects for the dead but watch out, or you'll become a permanent resident.

Tourist Attractions

Weapons: Stingers, Electors, Stalkers, Blasters, RLBS, Meteors, Scorches, Prowlers, Machine Gun Upgrade

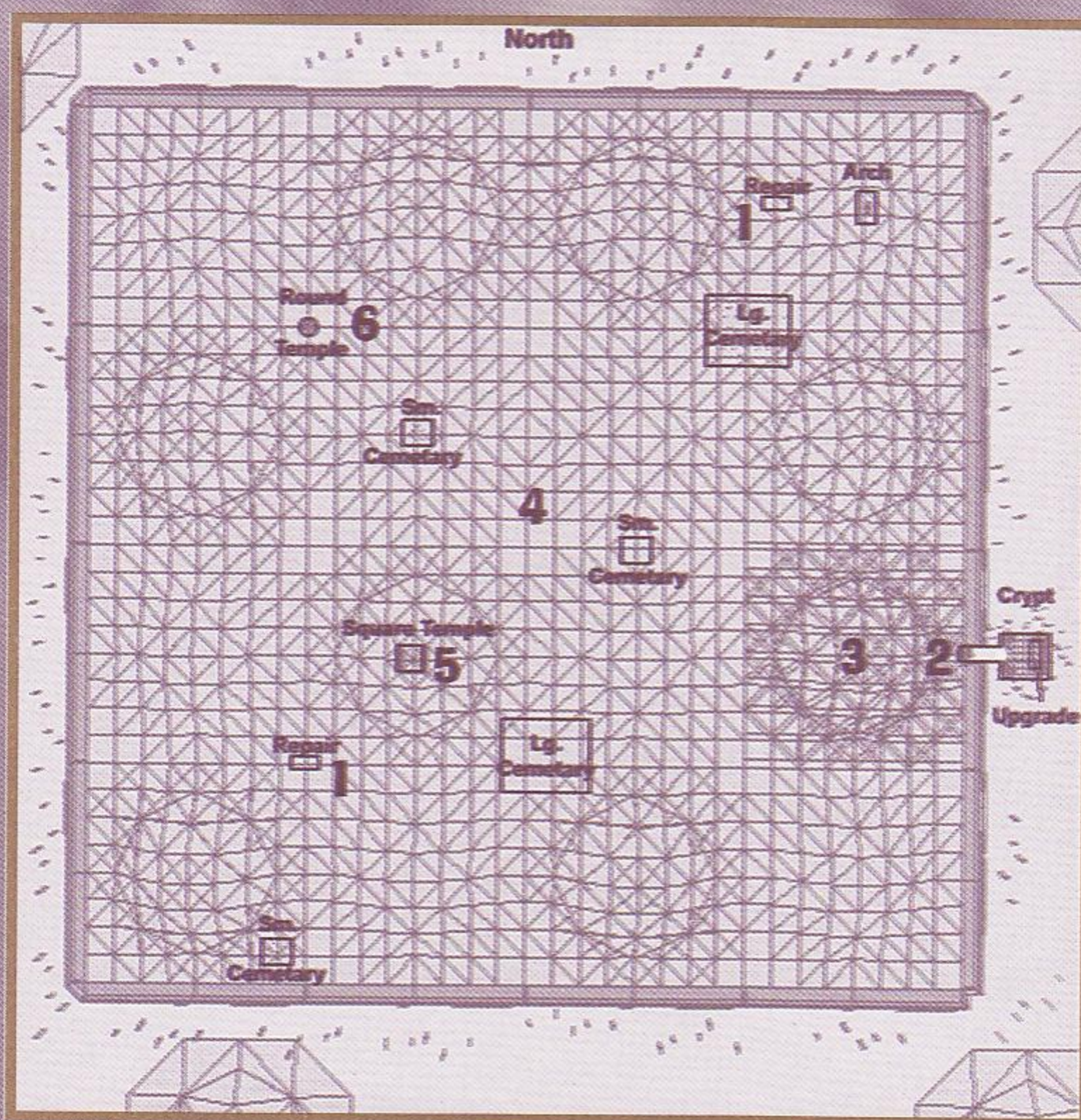
Powerups: Repair Station, Weapons Upgrade

Photo Ops: 6

Eternal Acres

Scenic Tour

Eternal Acres is one of the more challenging vacation spots you'll visit on your rogue trip. The massive hills make it difficult to target and hit your prey, making it tough to recover a tourist once another Auto Merc has one. However, if you can get the tourist first, you should be able to breeze through the Photo Ops with no problem, since you will be just as tough to hit for the other Mercs as they are for you.





1. **Locate the Repair Stations.** There are two Repair Stations in Eternal Acres; one in the northwest corner, and another on the top of a mound in the western side of the area.

Tip If you're low on health, take a cross-country route to get to a Repair Station—you're a tougher target when you go hill hopping, but be aware that your vehical bogs down toward the top.



2. **Check out the mausoleum.** Blast open the mausoleum to reveal an area with a **Weapons Upgrade** station, **Blasters**, and **Stalkers**.

Part II: A Vacation to Die For



3. **Don't turn into the fool of the hill.** The hill nearest the mausoleum has **Meteors** on top of it. Drive up and use them to rain destruction down on the other Mercs as they appear.

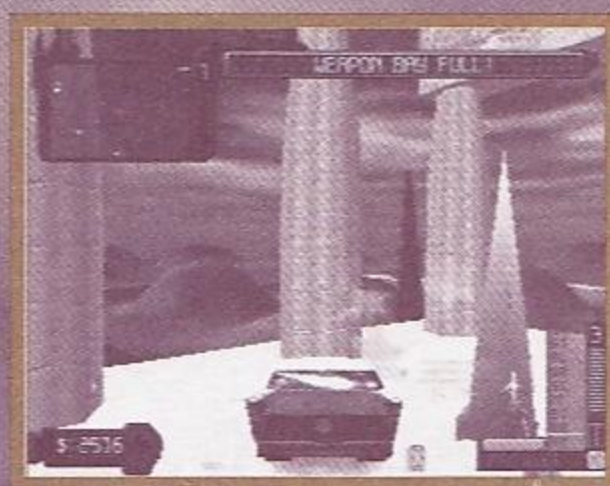
Note Meteor range is limited by the hills, so try to use them only when an Auto Merc is in sight.



4. **Get the tourist—fast!** Winning in Eternal Acres depends upon how well you can control the tourist. If you get him first, then head cross-country for the Photo Ops without stopping for anything else. If not, you **MUST** blast the Merc who has him with Ejectors immediately, or you'll get no chance at a Photo Op yourself.

Tip

If you've lost your tourist, wait at the next Photo Op and use your Ejectors to pop one out of the Merc he's currently in—you should be able to get the tourist and the Photo Op at the same time. Look for Ejectors in the four corners of the map (they've all been moved there to make them easier to find).



5. **Get the Prowlers and scout for stray tourists.** The central hilltop, with its elevated platform, makes a great spot to scan the horizon for stray tourists or other Auto Mercs. There are also **Prowlers** located on top of the hill.



6. **Pay a visit to the southeastern mausoleum.** There is a **Machine Gun Upgrade** located in the column-lined mausoleum southeast of the center of the map. Blast the columns to gain access to it.

Part II: A Vacation to Die For

Tip

The chopper that circles the cemetery is tough to bring down. Try shooting it from atop one of the hills for best results. Cash can usually be found in or around structures, Meteors, Prowlers, and remote bombs are on the top of hills—the best vantage point for using them. Don't waste line-of-sight weapons on hills; use them in valley jousts. Stingers are the best weapons when you're on rolling hills.

Note

Be careful not to waste ammo—seeking projectiles will slam into the side of a hill if your target is on the other side. Use them only when you have a clear line-of-sight to the target.

Tip

Also, make sure you pick your battles; find a Merc that has strayed from the group to avoid getting "gang banged." A good strategy is to stock up on weapons, then look for an Auto Merc that's apart from the herd. Finish him off as quickly as possible, then stock up for the next one.

SoCal

Cali is much the same in 2012 as it always has been. Sun, surf, and pollution—the ultimate vacation destination. Slap on some sunscreen, and get ready for some fun in the sun California-style!

Tourist Attractions

Weapons: Stingers, Ejectors, Stalkers, Blasters, RLBs, Meteors, Scorches, Prowlers, Machine Gun Upgrade

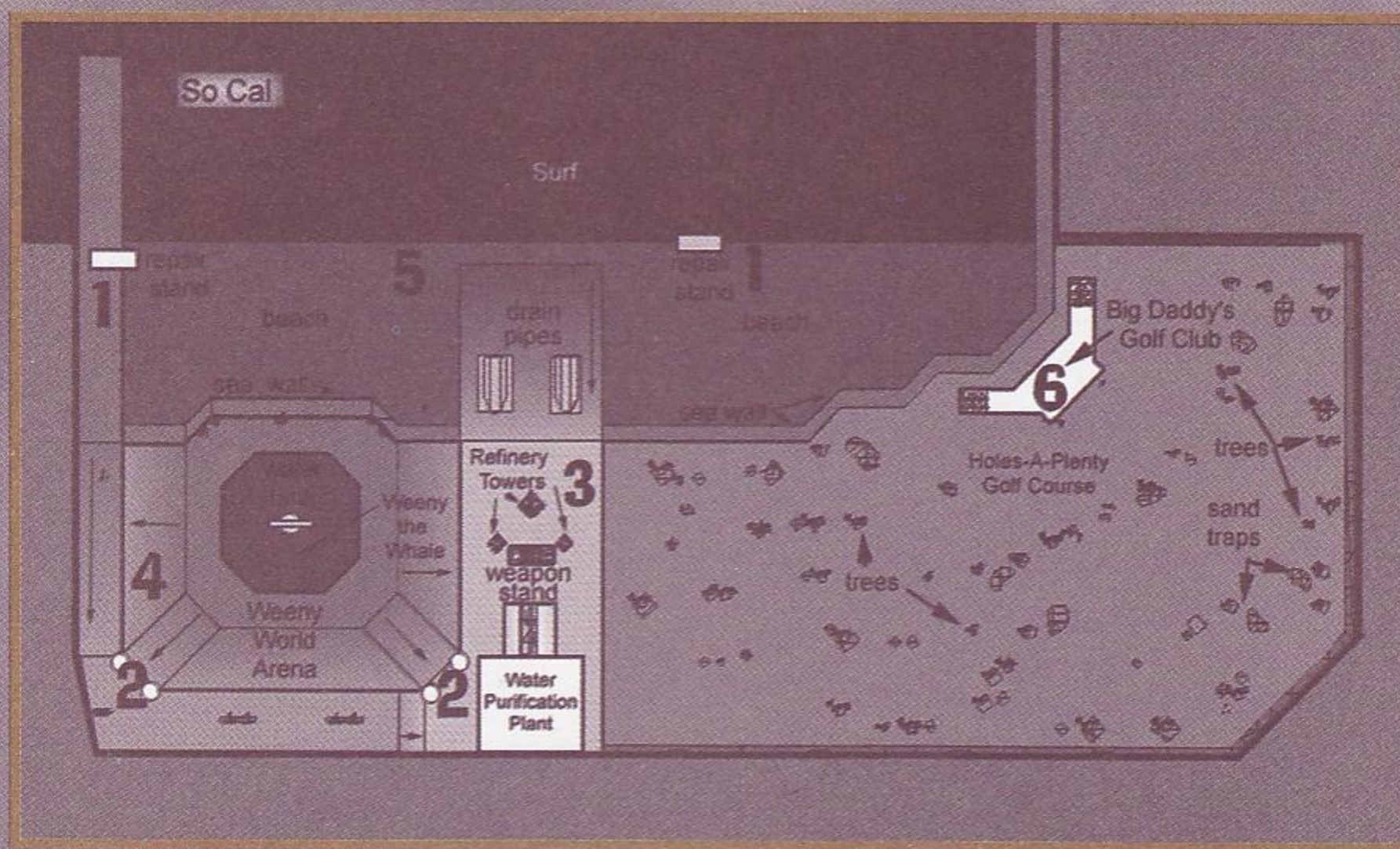
Powerups: Repair Station (2), Weapons Upgrade

Photo Ops: 6

SoCal

Scenic Tour

There are two areas overlooking the beach in SoCal—the Golf Club and the Weeny World aquatic theme park. There is also a pier that runs along one side of the beach, making the beach a very unfriendly place to be. With very little room to hide, your visit to SoCal will be short but painful.





1. **Try to stay off the beach.** There are two Repair Stations: one on the pier, and another on the beach. The one on the beach is the only thing that makes the beach habitable—otherwise, stay off the beach if at all possible.

CAUTION!

The beach is visible from all of the other areas, so weapons like Meteors, Stalkers, Stingers and Prowlers have an open shot at you from above.



2. **Take a dive in the pool.** Shoot either sign at Weeny World to gain entrance, then dive into the pool to retrieve the **RLBs** and **Machine Gun Upgrade**. Watch out—the killer whale doesn't like company.



3. **Blast the refinery towers surrounding the Weapons Upgrade station** to score some cash, and clear the area a bit.

Tip

The pier is a great spot to hammer Auto Mercs on the beach from. Stay close to the Repair Station, and let 'em have it! There is a cash pickup and a blaster pickup on the road to the pier.



4. **Collect the Meteors.** Snag the **Meteors** that appear when you blast one of the signs at Weeny World; Meteors are great on this level, since you can usually find a target close-by.

Tip: Try to capture the other Mercs against a wall or the pier, then blast them with whatever you've got. Once you've got 'em pinned, don't stop firing until they're history.



5. **Get ready to surf....** To grab the weapons in the ocean, you'll need to use a wave as a ramp, and time your jump so that you can snag them on the way up.



6. **Gimme shelter.** The Golf Club entrance is the only shelter (other than the Repair Station and Weapons Upgrade station) from Meteor attacks.

Part II: A Vacation to Die For

Tip

Blow up the Country Club for a shower of golf balls and some sweet pickups.

Note

The Photo Ops in SoCal are close together due to the small area. However, you'll have to thin the ranks of Auto Mercs to have any chance of reaching them all without becoming scrap metal.

Tip

Shoot down the airplane flying the banner across the beach to score some extra cash—it also makes an awesome splash when it crashes!

Hell-o-Stone

Welcome to the great outdoors! Big Daddy has really gone all out to make Hell-o-Stone a wilderness paradise. Complete with grazing bison, hot springs, and even Old Faithful, this scenic park is sure to be a slideshow favorite.

Tourist Attractions

Weapons: Stingers, Ejectors, Stalkers, Blasters, RLBS, Meteors, Scorches, Prowlers, Machine Gun Upgrade

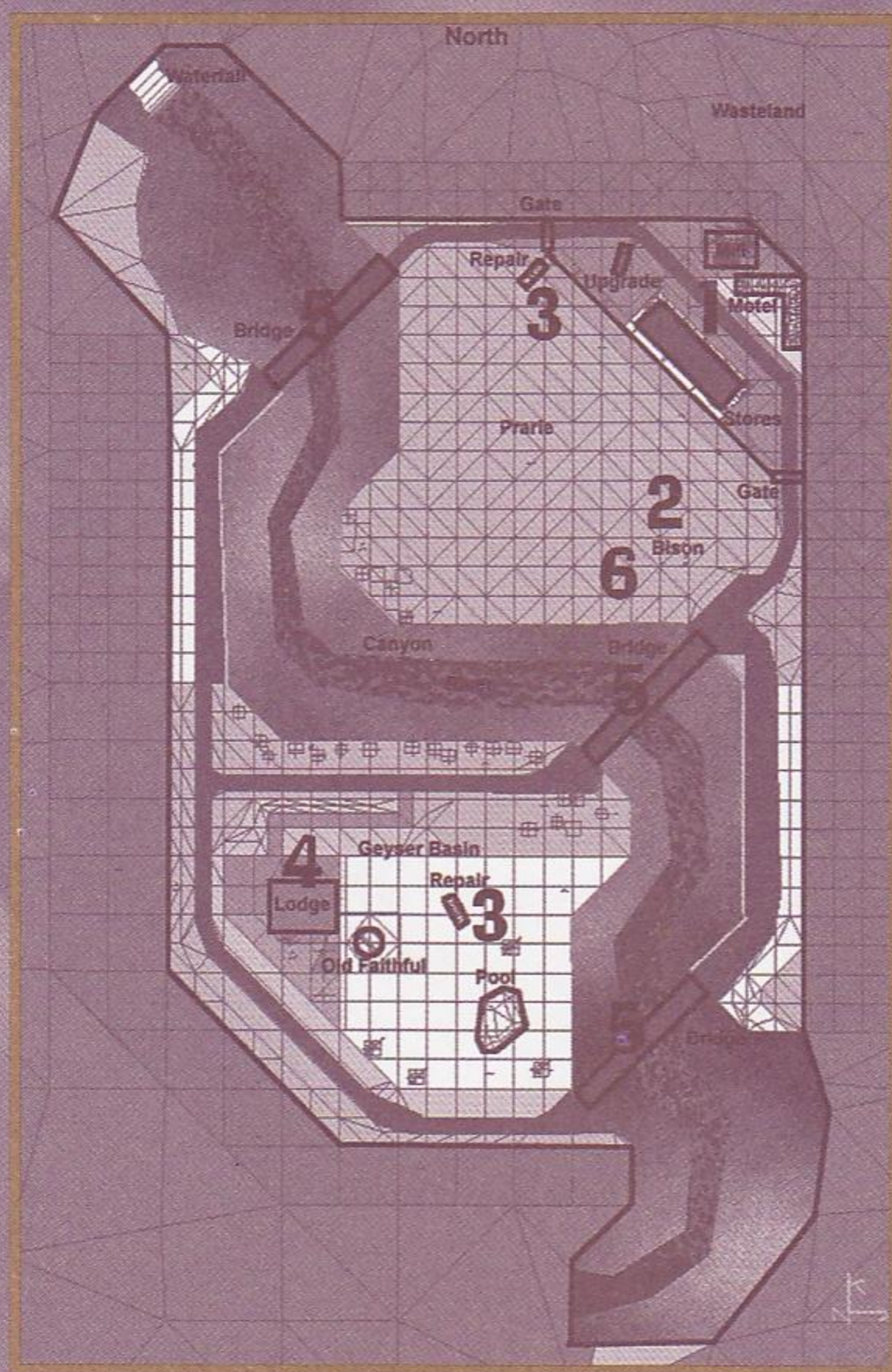
Powerups: Repair Station, Weapons Upgrade

Photo Ops: 6

Hell-o-Stone

Scenic Tour

Watch that drop—it's a long one. The canyon that winds through Hell-o-Stone is very deep, and it's easy to be pushed into it, or to jump off the wrong side of the road. The three major areas—Bison Field, Geyser Basin, and the Stores—are very close together, so expect plenty of company on your sight-seeing tour.





1. **Wreak havoc in Jackson Hell.** Blow up all the stores in Jackson Hell to score a **Machine Gun Upgrade**, **Blasters**, **Stingers**, a **Scorch**, and some cash.

Note The biggest danger in Hell-o-Stone is the canyon. Don't make many blind jumps until you're comfortable with where the canyon is.



2. **Stay away from the edge.** The Bison Field is a dangerous place—there's nothing to keep you from going over the edge, so make sure you don't hang out there for too long. Grab the **Meteors**, **Stalkers**, and **cash**, then hit the road.



3. **There are two Repair Stations:** One is in the Bison Field near the road above the bison, and another is in the Geyser Basin.

Note You don't have to shoot the Auto Mercs to take them out—in the Geyser Basin, or anywhere else overlooking the canyon, ram them and force them over the edge. You'll get the job done while conserving valuable ammo. This works especially well when you're driving one of the vehicles with high mass.



4. **Don't overlook Old Faithful.** Blast the cabin in Geyser Basin for some **cash** and **Stingers**. Old Faithful will toss you high into the air, so use it when you need to make a quick escape.

CAUTION!

Be very
careful

about using RLBs on this level—their explosions can lift you over the edge if you're lucky enough to survive a close blast.



5. **Blow up the bridges.** Take out the three bridges with RLBs to score some **cash** and make it more difficult for your opponents to cross them. In fact, most of them will roll right over the edge, so do this early on to clear out the competition.



6. **Spare the bison.** Shooting the bison won't score you any points. Besides, how sadistic can you get? If you choose to anyway, it doesn't hurt to mow 'em down.

Part II: A Vacation to Die For

Tip

Use Meteors a lot on this level; since you can see most of the area, they are a great way to take out Mercs across a bridge.

Note

You can make the jumps over the destroyed bridges with no problem; however, you don't always have to do it. Your vehicle will jump in mid-air. Jump off the bridge, but then hit the jump combo again when in mid-air. You'll gain enough altitude to avoid a fiery end to your vacation.

Quake-a-Roni

Get ready to rock-and-roll—literally! The City by the Bay isn't what it used to be, but it's still got plenty of tourist appeal. From the burned out hulks of buildings, to the Alcatraz Lookout, your visit to not-so-sunny California is sure to satisfy.

Tourist Attractions

Weapons: Stingers, Electors, Stalkers, Blasters, RLBs, Meteors, Scorches, Prowlers, Machine Gun Upgrade

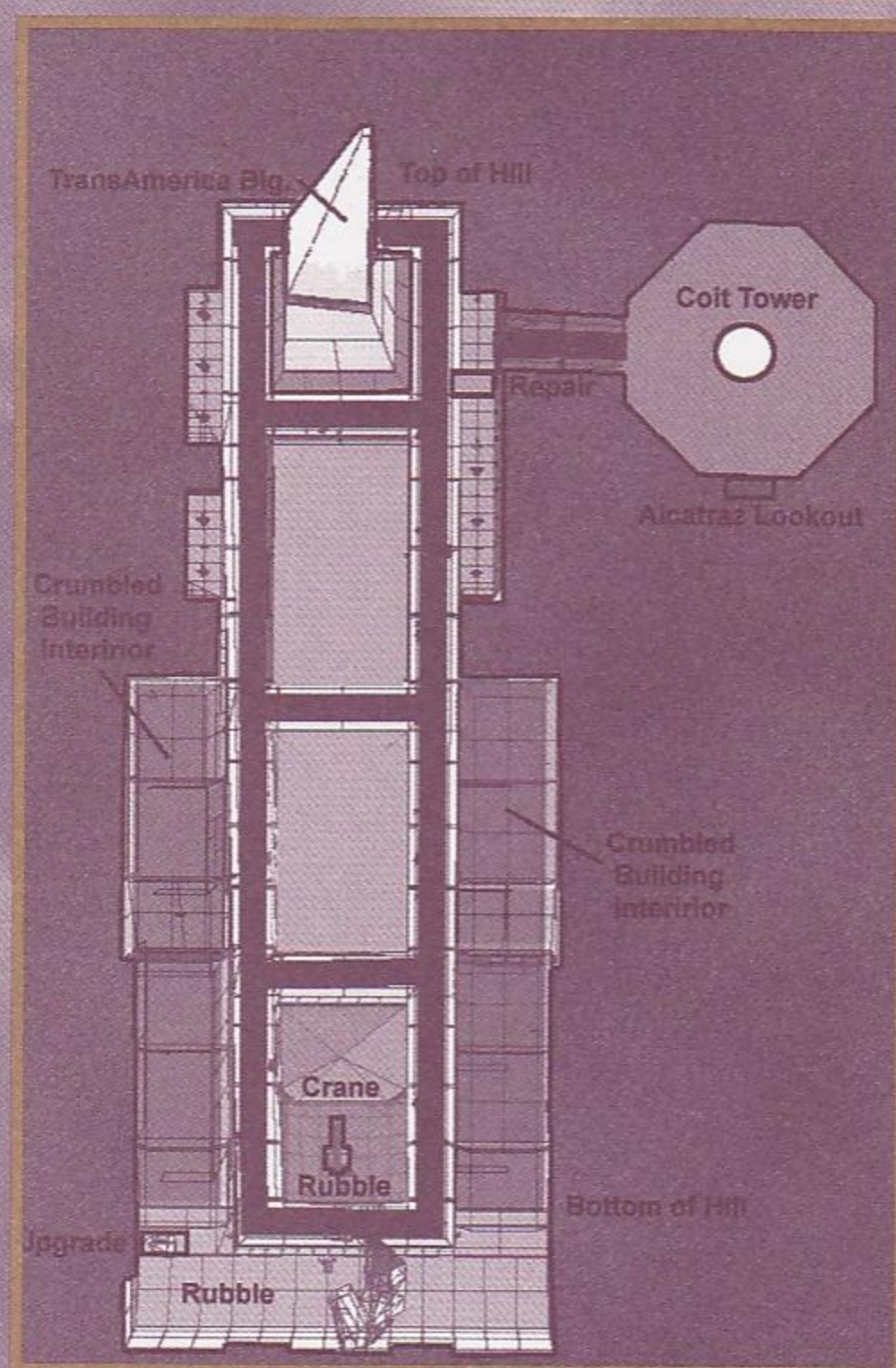
Powerups: Repair Station, Weapons Upgrade

Photo Ops: 6

Quake-a-Roni

Scenic Tour

Buckle your safety straps—this one's going to get nasty. Cruising through the streets of good old San Francisco isn't as scenic as it used to be, but it's definitely interesting. Explore the streets, as well as the burned out hulks of buildings destroyed by earthquakes. All the weapons are in easy reach, which means the other Auto Mercs can pick them up just as easily.





1. **Stick it out to get to the stations.** The Repair Station and Weapons Upgrade station are not as easily reached as in some of the previous vacation spots. In particular, the Weapons Upgrade station is located on top of the rubble at the south end of the map, and can only be reached through either of the building interiors to the east and west.

Tip Consider ignoring the Weapons Upgrade on this map—by the time you get there, it might not be worth the beating you'll take in the process.



2. **Don't overlook the secret path.** Blow up the building next to the Repair Station to reveal a secret path to Coit Tower and the Alcatrash Lookout. Although you can see Alcatrash through a gap in the hedges, it's not the main attraction here. You'll find **Blasters**, **Stalkers**, **RLBs**, and a fair amount of **cash** in the clearing.

Part II: A Vacation to Die For



3. **Take down Coit Tower.** Shoot down Coit Tower and jump onto the platform that's left to score more **Blasters** and **cash**.

Tip: Meteors work quite well in the Coit Tower clearing—sort of like shooting fish in a barrel, especially if you block the exit with your vehicle.



4. **Explore the Quake Zone.** In the Quake Zone near the south end of the map, destroy both the crane and the Quake Zone sign to get some **cash** and a **Machine Gun Upgrade**. This hill is also a great place to wait in ambush for any Mercs headed for the **Weapons Upgrade** across the street.

Tip...

If you blow up the crate first you get Prowlers, Stringers, and Blasters.

Note

You can make a square circuit of the map if you use the building interiors and the area near the Weapons Upgrade. The northern end of both building interiors are directly across from one another, so use this to your advantage. The buildings area is also good places to take cover from enemy fire.



5. **Check out the ledges and alcoves.** There are ledges and alcoves that have **cash** and **weapons** tucked away in them. They're a bit more exposed than the building interiors, but you can get to them much faster if someone is on your tail.



6. Photo Ops in Quake-a-Roni are not difficult to get to, since they are at opposite ends of the map in most cases. This means that the other Auto Mercenaries will follow you to the first, and while they are busy there, you will already be gone to the next one.

Note Blast the bulldozers that appear on the rubble in the southern portion of town—you'll get the Blasters they carry on their roof. Watch out for return fire, since the 'dozers are equipped with a machine gun. Also, another good strategy is to get the trolley "jackknifed" down the street to create a jam under the building perch—then wait on them from above.

Tip A quick turbo run up the hill, or down is a good way to shake pursuit. In most cases, you won't be followed unless, of course, you have the tourist. When going downhill, use the broken pavement as ramps to launch you over oncoming vehicles and their weapons.

Bonus

The Gulch

Set atop a mesa in the desert, the Gulch brings back all the charm of the Old West if you consider 100 mph gunfights charming, that is. Lock and load; this is a fast and furious battle to the death!

Tourist Attractions

Weapons: Stingers, Ejectors, Stalkers, Blasters, RLBs, Meteors, Scorches, Prowlers, Machine Gun Upgrade

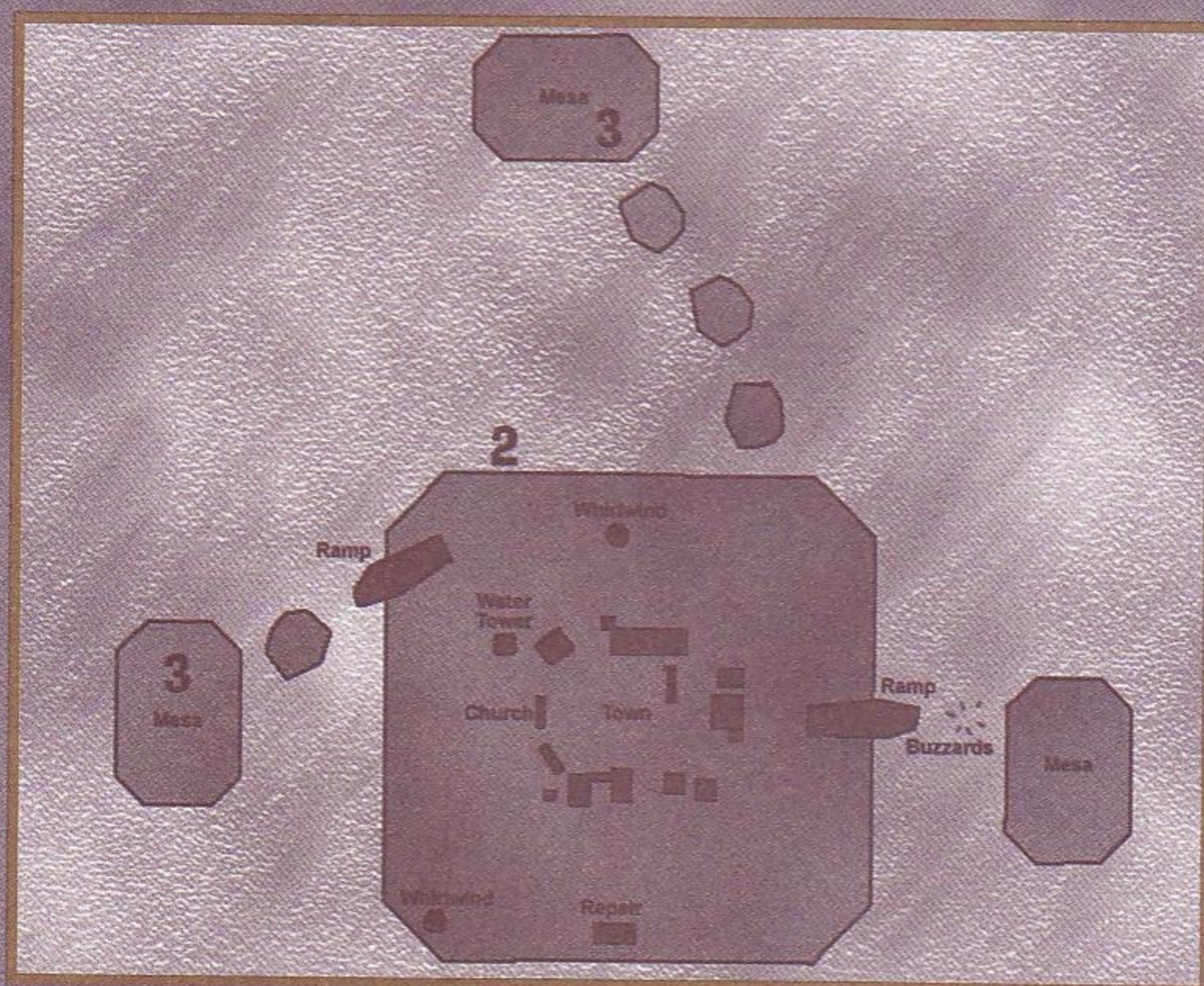
Powerups: Repair Station, Weapons Upgrade

Photo Ops: None

The Gulch

Scenic Tour

The Gulch is the last Bonus Level in the game. This one differs from the first, since your goal here is to wipe out all the other Auto Mercenaries instead of shooting targets. This ghost town hasn't been this busy since the gold rush—there's \$20,000 at stake, so get going!





1. **Don't count on using the buildings in the town for cover**—they are easily destroyed. Be aggressive; quick kills are important here if you want to earn maximum cash.



2. **Watch out for the cliffs.** The cliffs are deadly, both for you and your opponents. If you are driving one of the higher mass vehicles, use it to your advantage. Slam into your opponents when they are near the edge and send them hurtling off into space.

Part II: A Vacation to Die For



3. **Get the goodies.** There are two mesas that have **weapons** and **cash** on them. To get there, you'll need to use the stone ramp, and make hops across them to reach the goods.

Tip

- **M**esas are good vantage points for Meteors, RLBs, and Prowlers. Twisters will spin and disorient you. Take some Prowlers up the top mesas and attack cars near the edge with the Prowler.
- Pickups appear when buildings are destroyed—you receive cash for destroying the water-tower and church facade.

Nuke York

There's not much left of Nuke York. Of course, a smoking nuclear crater in the center of midtown hasn't done wonders for the tourist trade! Navigate the radioactive streets with care this is the last level you have to complete before your showdown with Big Daddy!

Tourist Attractions

Weapons: Stingers, Ejectors, Stalkers, Blasters, RLBS, Meteors, Scorches, Prowlers, Machine Gun Upgrade

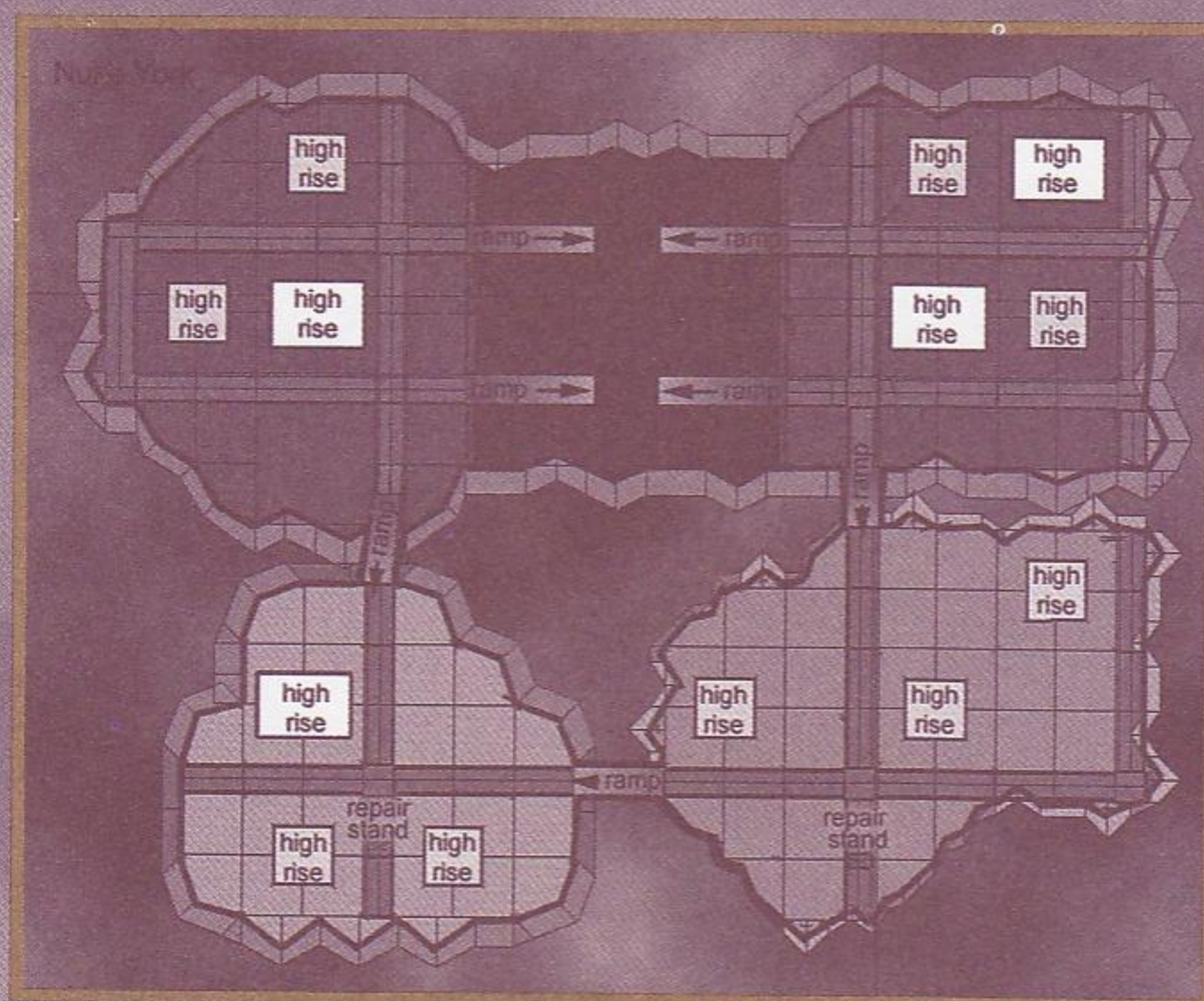
Powerups: Repair Station, Weapons Upgrade

Photo Ops: 6



Scenic Tour

Nuke York is laid out like four islands. The two northern ones have a strip of nuked-out land between them, but the others are not connected—you'll have to use the ramps and jump to reach all of them. This map is fairly spread out, so you should be able to get to the Photo Ops without much trouble as long as you can avoid falling into the water.





1. **Don't miss the stations.** The Repair Stations are located on the two southern islands, and the Weapon Upgrade station is in the ground zero crater. Since they are all located in dead-end areas, be prepared to drive through and get out of there to avoid getting blasted.



2. **Getting in and out of the ground zero crater.** You can reach the ground zero crater by dropping off one of the ramps above it, or driving off the edge of one of the islands. To exit it, drive up the side and jump out.

Tip

Shoot the buildings to bring them down, get some cash, and to get the weapons in their ruins. Some of the buildings can be shot more than once and they'll cough up cash each time. This also clears the area nicely so you can see the other Mercs coming.

Part II: A Vacation to Die For



3. **Use the ramps to avoid pursuit or oncoming traffic.** When you reach the top, kick in your turbos for an extra-long jump.



4. **Avoid this dead-end.** There is one dead-end that you won't survive if you jump over the side. It's on the southeast island in the northeast corner. Be sure you have the pedal to the floor when you approach the gap in the wall, or you'll end up as scrap in the surf below.

Tip Sure the other Mercs over a ramp, then turn around in midair and let them have it, or drop to the ground quickly and let them fly over you so that you end up on their tail.



5. **Take out the Stalkers and Stingers.** Perform a double jump at the end of the ramps over ground zero to get the Stalkers and Stingers hanging above the pit.



6. **Get ready to rock.** Once the final Merc is wasted, it's time for your showdown with Big Daddy. Get ready to rumble!

Note Spend your cash on repairs rather than weapons upgrades. In Nuke York, you need to be able to outlast everyone. Besides, the ground zero pit is a deathtrap—avoid it if at all possible.

Boss: Big Daddy

You've made it through all the vacation spots Big Daddy didn't want you to see, and now you have to face him in the ultimate showdown. Big Daddy will meet you on the streets of Nuke York, so use the entire level to your advantage and rid the world of his lardass for good! Here's what you should do to survive the showdown:

- * **Blow his Mech away.** Big Daddy goes through three transformations. The first is a massive Mech that lumbers down the street firing a lethal laser beam at you. If you manage to inflict enough damage on him, his vehicle becomes a hovering monstrosity with a damaging attack and better maneuverability than the previous form. If you blow it away, then Big Daddy is reduced to his escape pod, and should be easy prey for your firepower.

Tip: Phase 1: To drop the Mech, stockpile the Prowlers, then hide your car under the steepest ramp. Attack with Prowlers to weaken or even defeat this first phase. Phase 2: Use your shield and attack with a full weapon bay—keep on the move and save your combo energy for your shield. Phase 3: Play with Big Daddy like a cat does with mice, but watch your health and don't get too cocky.

- * **Don't try to stand toe-to-toe** with any of Big Daddy's vehicles; they are tougher and more powerful than you by orders of magnitude. Use the entire map to your advantage, and stay out of his way. Your missiles and weapons will seek him, since he is the only target in the city.
- * **Fire while backing away**—his attacks regenerate slowly, so you will be able to get several shots in while he reloads.



Enjoy the ending cinematic. It's a shame to pollute the moon that way, but hey, it's better that he's stuck there than here! Good job—now go collect your trophy!

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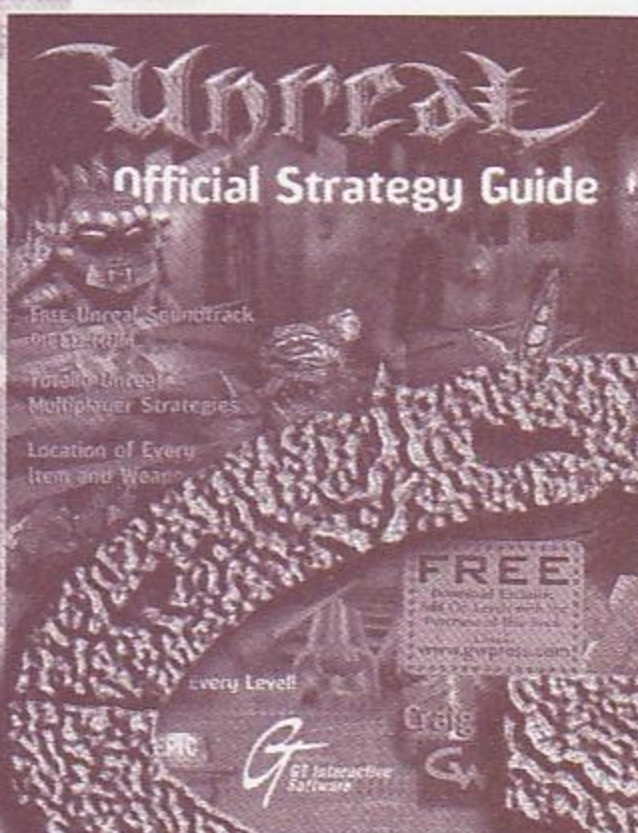
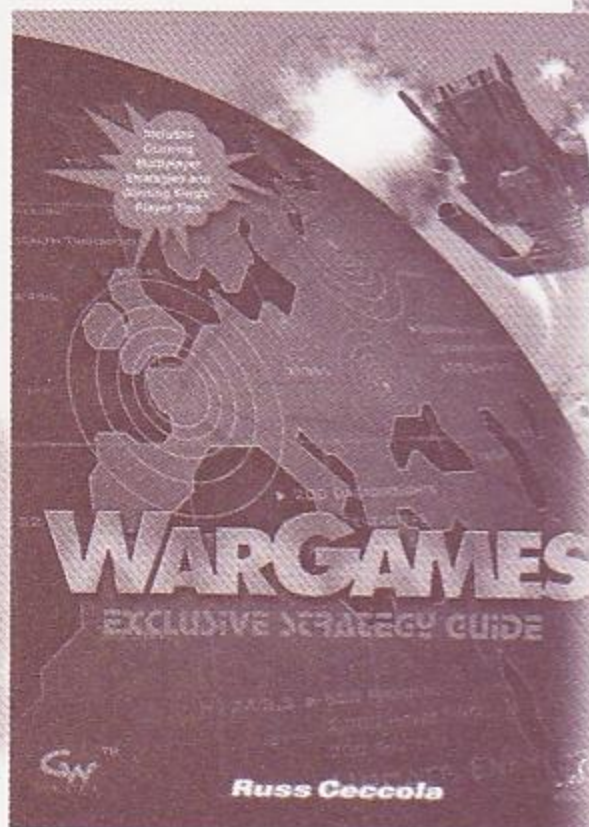
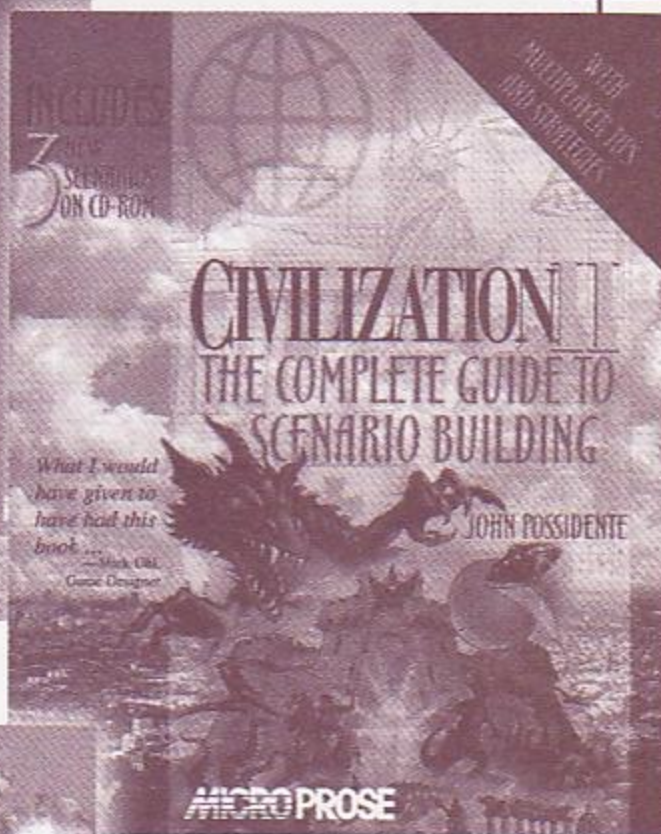
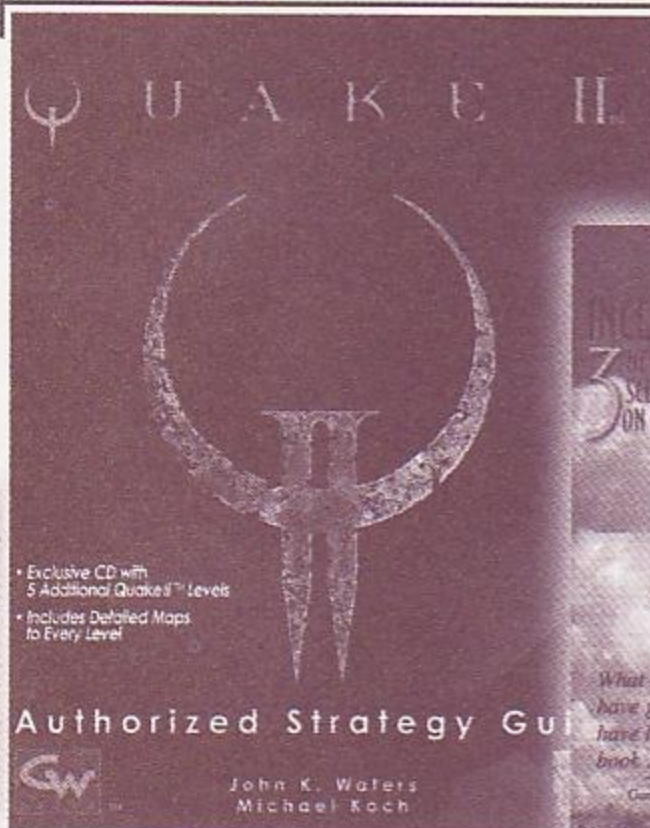
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